

/vr/ DOOM News Archive

I wouldn't leave if I were you. Reddit is much worse.



Artist: Tetsujin Force

This is an archive of news posts from DOOM THREADS on /vr/, dating back from late 2016 (these threads are about as old as the board itself, it's just the earliest point of archival) and still ongoing. As always, thanks to other /vr/ Doomers for maintaining the news, as well as 4chanX and third-party archives for making the archiving easier.

News isn't always 1:1 with the OP, but at least aims to get stuff before it's bumped off the post.

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JUNE 2025

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[6-25] Skulltiverse II, MBF21 community project with custom monsters.
<https://www.doomworld.com/forum/topic/153925>

[6-22] Dimension Zero by Kurt Kesler and Chris Hansen released
<https://www.doomworld.com/forum/topic/152284-kesler-and-hansen-present-dimension-zero-gzdoom-udmf-doom-2-rc1-out-now/>

[6-19] Quake 2 Remaster N64 Jam II Announced(on discord)
<https://desuarchive.org/vr/thread/11806965/#11811558>

[6-17] Drake O'Brien Ovational Megawad released.
<https://www.doomworld.com/forum/topic/153776>

[6-17] Combustion by Fiendish
<https://www.doomworld.com/forum/topic/153768>

[6-16] Content released, a 7 level MBF21 episode
<https://www.doomworld.com/forum/topic/153754>

[6-14] Duke Nukem Advance has a PC port in the works
<https://www.moddb.com/mods/duke-nukem-advance-tc>

[6-11] Doom 2 Minus Doom released
<https://doomworld.com/forum/topic/153656>

[6-06] Leaked Duke Nukem D-Day prototype build
<https://desuarchive.org/vr/thread/11782748>
<https://archive.org/details/duke-dday-ps2-2001-06-04>

[6-03] Chocolate Quake is a thing that now exists
<https://github.com/Henrique194/chocolate-quake>

[6-02] DBP73: Narcoleptic Strata is out now!
<https://doomer.boards.net/thread/4010>

[6-02] Showtime v2.0 released
<https://cherubcorps.itch.io/showtime>

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MAY 2025

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[5-30] Skyboxer, a map-to-skybox tool for Quake has been released
<https://moddb.com/games/quake/downloads/skyboxer-a-map-to-skybox-tool-for-quake-10>

[5-29] Project Gryphon Beta 1.0 released
<https://moddb.com/mods/project-gryphon/news/project-gryphon-beta-10-release>

[5-25] Collision Course by Sgt. Shivers
<https://doomworld.com/forum/topic/153300>

[5-09] Apophis by Christopher Lutz
<https://doomworld.com/forum/topic/152930>

[5-09] Doom playable in Majora's Mask
https://thunderstore.io/c/zelda-64-recompiled/p/Dario/Doom_Mod/

[5-05] Doomed Marine released
<https://doomworld.com/forum/topic/152899>

[5-09] Apophis, by Christopher Lutz
<https://www.doomworld.com/forum/topic/152930>

[5-09] Doom playable in Majora's Mask
https://thunderstore.io/c/zelda-64-recompiled/p/Dario/Doom_Mod/

[5-05] Doomed Marine released (vanilla + MBF21 gameplay mod)
<https://www.doomworld.com/forum/topic/152899>

[5-03] Pvt Stone got an update with some more guns and things.
<https://skelegant.itch.io/pvt-stone>

[5-02] Shaderglass screen filter software free on Steam.
<https://store.steampowered.com/app/3613770/ShaderGlass/>

[5-02] Nova 4 megawad is finally out.
<https://www.doomworld.com/forum/topic/152816>

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APRIL 2025

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[4-27] Goldeneye PC port confirmed by Graslu to come out later this year.
<https://youtu.be/jxGCtX497gk?t=10038>

[4-27] Zandronum 3.2 Released
<https://zandronum.com/forum/viewtopic.php?t=11370>

[4-26] Doom Around The World
<https://www.doomworld.com/forum/topic/152710>

[4-26] Ozonia 2 episode 2
<https://www.doomworld.com/forum/topic/142512>

[4-26] Neon Overdrive
<https://www.doomworld.com/forum/topic/152555>

[4-26] Rust E2: Jaws Of The Earth
<https://www.doomworld.com/forum/topic/152487>

[4-26] BLOODBASKET, four level Blood map pack, first community Map Jam by The Blood Discord Channel.
<https://www.moddb.com/mods/bloodbasket/downloads/bloodbasket-v1-0>

[4-15] Autistic Green Bird Mapping Project No. 2 has been released

[4-12] Space Speed Jam for Quake 2 remaster
<https://www.moddb.com/games/quake-2/addons/quake-2-re-release-space-speedjam-1>

[4-12] Endless Madness 2 released
<https://forum.zdoom.org/viewtopic.php?t=80356>

[4-08] DSDA-Doom v0.29.0, QoL and bugfix update
<https://github.com/kraflab/dsda-doom/releases/latest>

[4-07] Twice a Veteran released
<https://www.doomworld.com/forum/topic/152330-twice-a-veteran-wwii-themed-weapons-mbf21-dsdhacked/>

[4-03] Vertex Relocation lead may step down due to overwork
<https://desuarchive.org/vr/post/11670074>

[4-03] Anon shares his yet unfinished Quake 2 hi-res model pack
<https://moddb.com/games/quake-2/addons/quake-ii-remastered-hires-monster-and-weapons-packunfinished>

[4-02] DBP72: Wretched Morrow is out now!
<https://doomer.boards.net/thread/3931>

[4-01] Gossip, the set of huge and confusing levels
<https://doomworld.com/forum/topic/127080>

[4-01] Void 2, the sequel to classic conversion

<https://moddb.com/games/doom-ii/addons/void-2>

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MARCH 2025

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[3-31] Earthless sees a (semi)final release
<https://doomworld.com/forum/topic/152166>

[3-30] Eclipsed: Zandro mod by Mace, released
<https://theatommace.itch.io/eclipsed>

[3-25] The Cao Bang Incident by Nicolás Monti, released
<https://doomworld.com/forum/topic/152033>

[3-24] Mine Jam for Quake 2, released
<https://moddb.com/mods/mine-jam-1>

[3-23] Initial release of a port of Mac Wolf3D to DOS
<https://github.com/FrenkelS/Wolf3D-Mac-for-DOS/releases>

[3-23] The Force Engine v1.22, includes editor & demo replay
<https://theforceengine.github.io/downloads.html>

[3-21] HDoom update, Revenant & gameplay options added
https://drive.google.com/file/d/197tg35i1tOaFPwg37NY57eFgRQf_6HDJ/view

[3-21] Serious Sam: TFE prototype build (Oct 23rd, 2000)
<https://archive.org/details/ss-tfe-internal-test-v010-2000-10-23>

[3-19] Tax Evasion 3D released
<https://www.doomworld.com/forum/topic/151936>

[3-16] GMOTA v1.8.4
<https://combine-kegan.itch.io/gmota>

[3-15] Lonesome Road by tourniquet, released
<https://doomworld.com/vb/thread/151858>

[3-09] Ghouls vs. Humans: Classic Reborn Released
<https://static.allfearthesentinel.com/wads/gvhre-1b2.pk3>
<https://static.allfearthesentinel.com/wads/gvhre-maps-1a.pk3>

[3-02] Rust and Bones by Dr_Cosmobyte released.
<https://dr-cosmobyte.itch.io/rust-and-bones>

[3-01] DBP71: Grief Arbiter
<https://doomer.boards.net/thread/3908/grief-arbiter>

[3-01] GZDoom 4.14.1
<https://github.com/ZDoom/gzdoom/releases/tag/g4.14.1>

[3-01] Ghouls vs. Humans: Classic Reborn Open Beta Trailer
<https://www.youtube.com/watch?v=rOELjMFdvCg>

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FEBRUARY 2025

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[2-28] Turok Remaster updated to the Kex4 engine, now supports high refresh rates
<https://steamcommunity.com/games/405820/announcements/detail/516329008965617019>

[2-25] Monolith Productions shut down
<https://www.bloomberg.com/news/articles/2025-02-25/warner-bros-shuts-three-video-game-studios-in-restructuring>

[2-24] Wolfenstein RPG - PC port
<https://www.doomworld.com/forum/topic/151475>

[2-24] Quake Sacrilege released
<https://www.slipseer.com/index.php?resources%2Fsacrilege-full-release.125%2F>

[2-23] Raze 1.11.0 released
<https://forum.zdoom.org/viewtopic.php?t=80209>

[2-23] Lithium v1.7.0 Beta 2 (Nevermind) released
<https://marrub.itch.io/lithium/devlog/893349/version-170-beta-2>

[2-23] Ashes update (Epochs announced, Ep3 news)
<https://www.moddb.com/mods/ashes-2063/news/ashes-update>

[2-19] Doom Incarnate updated to Version 4.0.
<https://forum.zdoom.org/viewtopic.php?p=1258525#p1258525>

[2-18] Abyssal Marine released. Power armor and big guns.
<https://www.doomworld.com/forum/topic/151373-abyssal-marine/>

[2-16] Viktor Antonov has died.
Best known for art direction on Half-Life 2 and Dishonored, Redneck Rampage, Kingpin, Wolf TNO, Doom 4, CS: Source, and Q2: The Reckoning.

[2-16] Beta 2 for Malice Refined has been released.
<https://www.moddb.com/mods/malice-refined/downloads/malice-refined-beta-2>

[2-16] Innawoods released, MBF21 weaponset meant for Lost Civilization 1.
<https://www.doomworld.com/forum/topic/151329-innawoods-a-mostly-low-tech-arsenal-mbf21/>

[2-14] DBP70: Forgotten Psychedelics is out now!
<https://doomer.boards.net/thread/3898/dbp70-forgotten-psychedelics>

[2-10] Map-Center RetroJam 3 is out
<https://www.moddb.com/games/quake/addons/map-center-quake-retrojam-3>

[2-10] Bring Your Own Class v2.0 is out
<https://revenatn.itch.io/byoc/devlog/884649/byoc-v20-for-zandronum>

[2-7] Nugget 4.2.0 Released
<https://github.com/MrAlaux/Nugget-Doom/releases/tag/nugget-doom-4.2.0>

[2-7] Form vs Content released (3 episodes by Nicolas Monti)
<https://www.doomworld.com/idgames/levels/doom/Ports/megawads/fvsc>

[2-4] Dusted's Pandemonia v2.6 Released
<https://forum.zdoom.org/viewtopic.php?p=1258200#p1258200>

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JANUARY 2025

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[1-26] Compilation of Cuppy Maps Released
https://clovr.xyz/wadup/doku.php?id=supercupcaketactics_anthology

[1-26] PSX Doom Alpha Leaked
<https://gbatemp.net/threads/665921/>

[1-25] UT99 Soundtrack Remix Released by Alex Brandon & Michiel Van Den Bos
<https://open.spotify.com/intl-it/album/0mqcoMPOepKUafUDvRs7Oc>

[1-20] Ledge Maze, a new map by Jon Landis
<https://www.doomworld.com/forum/topic/150803>

[1-17] Woof 15.1 & Nugget 4.1 released
https://github.com/fabiangreffrath/woof/tree/woof_15.1.0
<https://github.com/MrAlaux/Nugget-Doom/releases/tag/nugget-doom-4.1.0>

[1-16] Threat Vector announced (Q1 engine game by KillPixel)
<https://www.youtube.com/watch?v=9GULXgdgMhk>

[1-3] Nilla Doom EP1 update, lite-slaughter wad
<https://doomer.boards.net/thread/3876>

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DECEMBER 2024

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[12-31] New version of Trenchbroom with primitive shape generation is out
<https://github.com/TrenchBroom/TrenchBroom/releases/tag/v2024.2>

[12-28] Perdition's Gate: Resurgence beta released
<https://www.doomworld.com/forum/topic/94851>

[12-28] Christmas Jumper Jam is out now! With 9 festive jump-boot maps!
<https://www.slipseer.com/index.php?resources/christmas-jumper-jam.423/>

[12-28] brutal half-life 3 released
<https://www.moddb.com/mods/brutal-half-life/downloads/brutal-half-life-v3>

[12-23] Symphony of the Serpent Riders released
<https://johnsweekley.bandcamp.com/album/heretic-symphony-of-the-serpent-riders>

[12-21] Mr. Friendly Build 75 released
<https://jp.itch.io/mr-friendly/devlog/854607/build-75-a-fix-for-a-breakage-introduced-by-gzdoom-414>

[12-21] Sweeper released
<https://www.doomworld.com/forum/topic/150159>

[12-16] Unreal Tournament v469e - Release Candidate 4
<https://github.com/OldUnreal/UnrealTournamentPatches/releases/tag/v469e-rc4>

[12-18] GZDoom 4.14.0 released
<https://github.com/ZDoom/gzdoom/releases/tag/g4.14.0>

[12-16] Agitator updated to v1.5
<https://www.doomworld.com/forum/post/2879101>

[12-16] DBP69: Caustic Industry released
<https://doomer.boards.net/thread/3856>

[12-14] Nugget Doom 4.0.0 released
<https://github.com/MrAlaux/Nugget-Doom/releases/tag/nugget-doom-4.0.0>

[12-12] Midnight Assault released
<https://www.moddb.com/mods/midnight-assault>

[12-10] Cacowards 2024
<https://www.doomworld.com/cacowards/2024>

[12-02] Quake III Arena's 25th anniversary

[12-02] New "third party" skinf or Skelegant's One Hell of a Marine mod
<https://www.doomworld.com/forum/topic/149732-reskin-eternally-antique-a-reskin-for-ohm/>

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NOVEMBER 2024

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[11-27] Quake Franchise on sale
<https://store.steampowered.com/bundle/27500/>

[11-25] Hideous Destructor updated to 4.13.0a
<https://codeberg.org/mc776/HideousDestructor/releases/tag/v4.13.0a>

[11-24] Woof 15.0.0 released
https://github.com/fabiangreffrath/woof/releases/tag/woof_15.0.0

[11-22] Hedon has received its very first PWAD.
<https://www.doomworld.com/forum/topic/149566-below-the-gaudy-goblin/>

[11-16] Skyscraper 2.0 for Quake 2 Remastered released
<https://www.moddb.com/games/quake-2/addons/skyscraper-20-for-quake-2>

[11-16] Map Center's Quake II PSX Jam is out
<https://www.moddb.com/downloads/quake-2-re-release-psx-jam-1>

[11-15] Half-Life 2 is 20 years old
<https://www.half-life.com/en/halflife2/20th>

[11-12] Classic Unreal games went freeware
<https://oldunreal.com/downloads/unreal/full-game-installers/>
<https://oldunreal.com/downloads/unrealtournament/full-game-installers/>

[11-12] Pvt. Stone v10.5 update, adds hard mode
<https://skelegant.itch.io/pvt-stone/devlog/823707>

[11-11] Kraflab quits development of DSDA source port
<https://desu-usergeneratedcontent.xyz/vr/image/1731/33/1731332586741.png>

[11-10] Ironwail v0.8.0 released
<https://github.com/andrei-drexler/ironwail/releases/>

[11-6] Going Down: Turbo released
<https://doomworld.com/forum/topic/149336>

[11-5] You Have My Support released
<https://doomworld.com/forum/topic/149316>

[11-24] Woof 15.0.0 released
https://github.com/fabiangreffrath/woof/releases/tag/woof_15.0.0

[11-22] Hedon has received its very first PWAD.
<https://www.doomworld.com/forum/topic/149566-below-the-gaudy-goblin/>

[11-16] Skyscraper 2.0 for Quake 2 Remastered released
<https://www.moddb.com/games/quake-2/addons/skyscraper-20-for-quake-2>

[11-16] Map Center's Quake II PSX Jam is out
<https://www.moddb.com/downloads/quake-2-re-release-psx-jam-1>

[11-15] Half-Life 2 is 20 years old
<https://www.half-life.com/en/halflife2/20th>

[11-12] Classic Unreal games went freeware
<https://oldunreal.com/downloads/unreal/full-game-installers/>
<https://oldunreal.com/downloads/unrealtournament/full-game-installers/>

[11-12] Pvt. Stone v10.5 update, adds hard mode
<https://skelegant.itch.io/pvt-stone/devlog/823707>

[11-11] Kraflab quits development of DSDA source port
<https://desu-usergeneratedcontent.xyz/vr/image/1731/33/1731332586741.png>

[11-10] Ironwail v0.8.0 released
<https://github.com/andrei-drexler/ironwail/releases/>

[11-6] Going Down: Turbo released
<https://doomworld.com/forum/topic/149336>

[11-5] You Have My Support released
<https://doomworld.com/forum/topic/149316>

[11-2] Yangshuo Invasion released
<https://www.doomworld.com/forum/topic/149122>

[11-2] Pina Colada 2 released
<https://www.doomworld.com/forum/topic/14913>

[11-1] Nightmare Logic IV released
<https://dr-cosmobyte.itch.io/nightmare-logic-iv>

[11-1] Realm Of Chaos 2 released
<https://www.doomworld.com/forum/topic/125506>

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OCTOBER 2024

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[10-31] Anon posts his collection of maps
<https://www.doomworld.com/forum/topic/148815>

[10-31] Necromantic Thirst released
<https://www.doomworld.com/forum/topic/149103>

[10-30] Pvt. Stone updated to v10.
<https://skelegant.itch.io/pvt-stone/devlog/823707/update-to-v10-hell-yeah>

[10-29] New Map For After Doom
<https://www.doomworld.com/forum/topic/73475>

[10-26] Junk Food 4 released
<https://www.doomworld.com/forum/topic/148999>

[10-24] Data Base, a single player map for Quake 2's Remaster is here:
<https://quakeulf.suxos.org/3d/maps/database.zip>

[10-23] Doom Delta updated to v3.1.0 with Legacy of Rust support
<https://www.doomworld.com/forum/post/2862346>

[10-23] Nostalgia Zero is now on idgames

[10-22] Colourful hell updated to 1.02
<https://forum.zdoom.org/viewtopic.php?p=1255949#p1255949>

[10-20] Nugget Doom 3.3.0 Released
<https://github.com/MrAlaux/Nugget-Doom/releases/tag/nugget-doom-3.3.0>

[10-19] Tronyn, a Quake mapper, passed away at 42.
<https://x.com/strawmandesign/status/1847698045195948419>

[10-12] Retro Jam 2 for Quake 1 released, /vr/ regulars among participants
<https://moddb.com/members/map-center/addons>

[10-12] New GZDoom and Eternity versions dropped
<https://github.com/ZDoom/gzdoom/releases>
<https://github.com/team-eternity/eternity/releases>

[10-10] Doom 64 Unseen Evil released, adds missing enemies and 64-ifies Doom 1 and 2 levels
<https://pyspy.neocities.org/d64ue>

[10-10] Potetobloke reuploaded a ton of addons for Shut Up 'n Bleed
<https://forum.zdoom.org/viewtopic.php?t=60347>

[10-9] Tetanus DX released with free to use texture set
<https://doomworld.com/forum/topic/148612>

[10-6] International Doom v8.0 released
<https://github.com/JNechaevsky/international-doom/releases>

[10-5] Duake (Doom weapon in Quake) released

<https://moddb.com/mods/duake>

[10-5] DBP68: Outposts of the Wasteland is out now!
<https://doomworld.com/forum/topic/148525>

[10-5] Quake 2 PSX mod released for KEX Quake 2
<https://moddb.com/mods/quake-ii-psx>

[10-3] Dark Forces' Heart of the Matter released
<https://df-21.net/downloads/levels/hotm/>

[10-3] Update 1 for the Nightdive port is out
<https://store.steampowered.com/news/app/2280/view/4675389307867623088>

[10-1] Blood: What Lies Beneath has been released
<https://moddb.com/mods/blood-what-lies-beneath>

[10-1] Eviternity 2 has gone final
<https://eviternity.dfdoom.com/>

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SEPTEMBER 2024

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[9-29] Fore/vr/ Alone is on idgames!

[9-28] Doom comic-inspired gameplay wad
<https://doomworld.com/forum/topic/146746>

[9-26] Hell Frontier megawad now has a release candidate
<https://doomworld.com/forum/topic/148356>

[9-26] Maria no Jigoku has been released
<https://doomworld.com/forum/topic/145951>

[9-24] Sandy interview on Doomworld
<https://doomworld.com/forum/topic/148308>

[9-23] Half-Life 1 pre-release build
<https://archive.org/details/nettest-2>

[9-13] Monster Sounds EX, expanded Doom monster SFX
<https://youtu.be/ceAamYSdfqc>

[9-13] FastDoom reaches 1.0 release
<https://github.com/viti95/FastDoom/releases>

[9-12] Back to Base(Q2)ics Jam 1 has been released
<https://moddb.com/members/map-center/addons>

[9-9] Legendoom 3.0 released
<https://forum.zdoom.org/viewtopic.php?f=19&t=51035>

[9-8] Eviternity 2 RC6, supports co-op and a new difficulty
<https://doomworld.com/forum/topic/142015>

[9-5] Tei Tenga, a simple weapons mod using Id Vault assets
<https://lossforwords-atmo69.itch.io/tei-tenga>

[9-2] Constriction 1024 had RC1 update
<https://doomworld.com/forum/topic/147591>

[9-2] Mindprison Project, a limit-removing megawad
<https://jmaa.tv/mindprison-project>

[9-1] Dr_Cosmobyte releases Codename Nomad, a vanilla+ weaponset
<https://dr-cosmobyte.itch.io/codename-nomad>

[8-31] Skelegant releases DEHEXTRA Eraser weapons mod

<https://skelegant.itch.io/eraser-weapons>

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AUGUST 2024

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[8-30] Anon shares Eraser 3.0, a single-level partial conversion
<https://doomworld.com/forum/topic/147486>

[8-28] Doom running on a neural network powered engine
<https://gamengen.github.io/>

[8-26] Abysm 2 + Expansions Receive Anniversary Update
<https://www.moddb.com/mods/abysm-2-infernal-contract/downloads>

[8-24] ZScript versions of Legacy of Rust monsters + randomizer
<https://doomworld.com/forum/topic/147247>

[8-23] SPRAWL: total conversion for Quake
<https://x.com/SPRAWLfps/status/1827028382577782884>

[8-22] Marathon Infinity is on Steam + Workshop support for entire trilogy
<https://store.steampowered.com/app/2398520/>

[8-22] Lunatic, Vanguard, Valiant, Ancient Aliens update
<https://doomworld.com/profile/8877-skillsaw/?status=1747176&type=status>

[8-21] Goldsrc SDK got updated with HL 25th anniversary stuff
<https://github.com/shawns-valve/halflife>

[8-18] Blood: What Lies Beneath trailer
<https://youtu.be/sx9bL36K7ng>

[8-17] ZScript versions of Legacy of Rust weapons
<https://github.com/jekyllgrim/ZSLoRWeapons>

[8-14] Quake 2 Remaster - Back to Base(Q2)ics Jam announcement
<https://www.reddit.com/r/quake/comments/1esd5iu/>

[8-13] Doom 2 gets another ray tracing mod
<https://www.moddb.com/mods/doom-2-ray-traced>

[8-13] Xaser and Edward's interview about the new port is out
<https://youtu.be/Ks64hePUFqg>

[8-11] WadSmoosh ceases development
<https://heptapod.host/jp-lebreton/wadsmoosh/-/blob/branch/default/GOODBYE.md>

[8-11] DSDA-Doom v0.28.0 is released
<https://doomworld.com/forum/topic/146956>

[8-10] Don't Be A Bitch 4 announced
<https://www.doomworld.com/forum/topic/146945>

[8-10] ID24: new specification built on top of MBF21, Docs and the video showcase in the links below.
<https://doomworld.com/forum/topic/146943>
https://www.youtube.com/watch?v=TCCFdOI_CP0

[8-09]Map Center releases a up to date Quake II Re-Release Mapping tutorial for newbs and /vr/
<https://www.youtube.com/watch?v=P2bFcL32IUE>

[8-09]Quake Retro Jam 1 is out
<https://www.moddb.com/games/quake/addons/map-center-quake-retrojam-1>

[8-09]crispy DOOM 7.0 released
<https://github.com/fabiangreffrath/crispy-doom/releases/tag/crispy-doom-7.0>

[8-08] Official Port gets overhauled, adds new episodes, with new weapons and monsters. Has MBF21 compat, and apparently also a new standard???

Includes lots of unseen Alpha & Beta content!
<https://x.com/Wario64/status/1821578978462699748>

[8-07] More Quake II updates coming. Possibly something about Quake 4 also.
<https://x.com/nightdivestudio/status/1821265126219247951>

[8-07] DBP67: Marble Hill is out now!
<https://doomer.boards.net/thread/3642/marble-hill>

[8-03] Anon releases Cliffside Combat:
<https://desuarchive.org/vr/thread/11116938/#11130303>

[8-02] Chocolate Doom 3.1 released
<https://github.com/chocolate-doom/chocolate-doom/releases/tag/chocolate-doom-3.1.0>

[8-01] Quake 2 N64 Skins released
<https://www.moddb.com/games/quake-2/addons/qiake-ii-n64-male-skins-by-paril>

[8-01] Alien Armageddon 5.00 Part 1 released
<https://www.moddb.com/mods/duke-nukem-alien-armageddon/downloads/alien-armageddon-500>

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JULY 2024

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[7-28] Nugget Doom 3.2.0 adds custom skill level option
<https://github.com/MrAlaux/Nugget-Doom/releases/tag/nugget-doom-3.2.0>

[7-22] Quake 2 PSX coming Oct 5th
<https://youtu.be/qkRs7ko2TB4>

[7-22] The Quake Bonk Jam is out
<https://www.slipseer.com/index.php?resources/bonk-jam.373/>

[7-21] Quake E1M1 cleared in 0:22
<https://youtu.be/zdMzCjsB2Uk>

[7-19] Tetanus has been added to the Unity port.
<https://slayersclub.bethesda.net/en-EU/article/new-add-on-tetanus>
Updated idGames re-release scheduled.

[7-14] Marathon 2: Durandal has been re-released on Steam.
https://store.steampowered.com/app/2398490/Classic_Marathon_2/

[7-14] AlephOne 1.9 is out, adds dedicated servers so you don't have to fuck about with router config.
<https://github.com/Aleph-One-Marathon/alephone/releases/tag/release-20240712>

[7-12] Quake 2 Re-Release Boss Speedjam 1 is out
<https://www.moddb.com/games/quake-2/addons/quake-2-re-release-boss-speedjam-1>

[7-12] Full 4K port of TimeSplitters 2 extracted from Homefront: The Revolution
https://mega.nz/file/XwIHZSDJ#AQaZwBISLXhBheQFWoc6kvKoXpQsr1nw4FAQAXOLo_8

=== PREVIOUS ===

<https://docs.google.com/document/d/1-vrTgPGmILwdO5VHHJCJMxmRD05E6XINmqHIN8aykRG0>
TO SUBMIT NEWS, REPLY TO THIS POST (ideally with the [mm-dd] date bracket)

[7-12] Quake 2 Re-Release Boss Speedjam 1 is out
<https://www.moddb.com/games/quake-2/addons/quake-2-re-release-boss-speedjam-1>

[7-12] Full 4K port of TimeSplitters 2 extracted from Homefront: The Revolution
https://mega.nz/file/XwIHZSDJ#AQaZwBISLXhBheQFWoc6kvKoXpQsr1nw4FAQAXOLo_8

[7-10] Dong Doom showcased, a sourceport running on a fleshlight with a digital display.
<https://www.youtube.com/watch?v=rAE175Tiuy0>

[7-10] Willard, a mapset for Blood.
<https://www.moddb.com/games/blood/addons/willard>

[7-2] Black Magwell, a DehExtra gameplay mod.
<https://skelegant.itch.io/black-magwell>

[7-1] Octane Violence released, a biker-inspired weapon mod.
<https://dr-cosmobyte.itch.io/octane-violence>

[7-1] AMC Squad bugfix released, fixing a softlock.
<https://www.moddb.com/games/the-amc-tc/downloads/amc-squad-45>

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JUNE 2024

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[6-30] La Tailor Girl 1.90 is now out
<https://forum.zdoom.org/viewtopic.php?p=1253156#p1253156>

[6-29] Boom2Zoom
Tool that dumps textures & animations from WADs.
<https://www.doomworld.com/forum/topic/146156-boom2zoom/>

[6-27] Realm667 modding repository backup
<https://www.mediafire.com/folder/zwn7ekot95uy>

[6-27] All DBPs in one place, from 1 to 66
<https://www.mediafire.com/folder/n9j77ptkec5md>

[6-22] vkQuake has a new maintainer, 1.31 is released
<https://github.com/Novum/vkQuake/releases/tag/1.31.0>

[6-22] Quake 2 Torture Jam out
<https://www.moddb.com/games/quake-2/addons/quake-2-re-release-torture-jam1>

[6-20] DBP66: Lunar Strain is out now
<https://doomer.boards.net/thread/3575/lunar-strain>

[6-17] Fraggot is on IDgames!

[6-13] Gore Nuggets released
<https://skelegant.itch.io/gorenuggets>

[6-10] Tomb of Thunder updated to v1.03
<https://www.slipseer.com/index.php?resources/tomb-of-thunder.357/>

[6-10] Ashes: Hard Reset released
<https://www.moddb.com/mods/ashes-2063/downloads>

[6-5] Nightdive announces Killing Time Resurrected
<https://x.com/GuerrillaCollec/status/1798429585299964031>

[6-3] Release trailer for Ashes: Hard Reset scheduled for June 10th
<https://www.youtube.com/watch?v=HFf65H8q1lg>

[6-2] CutStuff.net is now <https://mm8bdm.net/forum>.

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MAY 2024

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[5-30] Rise of the Triangles is on IDGames
<https://www.doomworld.com/idgames/?id=21188>

[5-30] Little Italo, tribute to the Italo Doom
<https://doomer.boards.net/thread/3549>

[5-27] Zandronum-compatible Colorful Hell released
<https://forum.zdoom.org/viewtopic.php?p=1252561#p1252561>

[5-26] AMC Squad v4.5 released
<https://www.moddb.com/games/the-amc-tc/news/amc-squad-45-interim-edition-released>

[5-25] MBF64, D64 gameplay mod for MBF21 is released
<https://www.doomworld.com/forum/topic/143161/>

[5-23] Extinction Warrior Typhon released
<https://skelegant.itch.io/extinction-warrior-typhon>

[5-23] Voices of the Nether, a 14-map episode for Doom 64 has been released
<https://www.doomworld.com/forum/topic/145337>

[5-21] Polish Doom Community Project 1.0 released
<https://www.doomworld.com/forum/topic/141953>

[5-21] VanillaPSX, Playstation aesthetic for vanilla Doom
<https://www.doomworld.com/forum/topic/144075>

[5-20] Corruption Cards updated to 6.0
<https://forum.zdoom.org/viewtopic.php?p=1252393#p1252393>

[5-20] Malice Jam is released
<https://www.slipseer.com/index.php?resources/malice-jam.358/>

[5-18] Tomb of Thunder, a Quake mod since very long development is finally released
https://www.dropbox.com/scl/fi/7agps4nkqiusaldppylil/TOMBOFTHUNDER_MOD_2024.zip?rlkey=esum1ck088r5fnxu1d360lmjq&e=2&st=8vr5puei&dl=0

[5-17] Nugget Doom version 3.1 released
<https://github.com/MrAlaux/Nugget-Doom/releases>

[5-14] Duality: MBF21 5 maps mini-wad
<https://www.doomworld.com/forum/topic/145127>

[5-13] Anon makes a graph detailing long history of /vr/ projects
<https://desuarchive.org/vr/thread/10927448#10927901>

[5-13] Aleph One version 1.8 released
<https://alephone.lhowon.org/>
<https://github.com/Aleph-One-Marathon/alephone/>

[5-10] Fraggot deadline has been extended to May 27. This is the final extension.
<https://desuarchive.org/vr/post/10921529>

[5-8] Brutal Half-Life Version 3 teaser released
<https://www.youtube.com/watch?v=x4pvAGUPQEg>

[5-7] DOOM 64 EX+ version 4.0.0.0 released
<https://github.com/atsb/Doom64EX-Plus>

[5-4] ZSAnimator, a Blender to ZScript workflow for weapon animations, has been released.
<https://github.com/recurracy3/zsAnimator>

[5-2] DOOM Retro version 5.4 released
<https://www.doomretro.com/>
<https://github.com/bradharding/doomretro/>

[5-1] Gnome Hunters Ep 1 released, short Boom wad about bastard gnomes.
<https://www.doomworld.com/forum/topic/144812-gnome-hunters-wad-episode-1/>

[5-1] Embers of Armageddon updated to 1.9.3
<https://forum.zdoom.org/viewtopic.php?p=1251915#p1251915>

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APRIL 2024

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[4-30] Woof! version 14.5 released
<https://github.com/fabiangreffrath/woof/>

[4-29] GzDoom updated to 4.12.2
<https://forum.zdoom.org/viewtopic.php?t=79053>
Win7 support restored, rollsprites fixed, emulation for Doom95's Z teleport glitch for Saturnia's Map 10

[4-26] Anon suggests a Doom 2 Deathmatch project
<https://desuarchive.org/vr/post/10885789>

[4-21] Raze 1.10.1 released
<https://github.com/ZDoom/Raze/>

[4-21] Quake 2 Combat Jam 1 Released
<https://www.moddb.com/games/quake-2/addons/quake-2-re-release-combat-jam-1>

[4-17] CS1.6 now playable in your browser
<https://game.play-cs.com>

[4-17] Doom 2 MAP01 beaten in 4.97 seconds
<https://youtu.be/Qm9aT2p7KxI> [Embed]

=== PREVIOUS ===
<https://docs.google.com/document/d/1-vrTgPGmILwdO5VHHcJMxmRD05E6XINmqHIN8aykRG0>
TO SUBMIT NEWS, REPLY TO THIS POST (ideally with the [mm-dd] date bracket)

[4-17] CS1.6 is now playable in your browser
<https://game.play-cs.com>

[4-17] Doom 2 MAP01 beaten in 4.97 seconds
<https://youtu.be/Qm9aT2p7KxI>

[4-16] CleanDoom, a modern launcher for Doom released
<https://github.com/popcar2/CleanDoom>

[4-16] Descent 3 source code released
<https://github.com/kevinbentley/Descent3>

[4-15] Nashgore NEXT, the better Nashgore is out now
<https://www.moddb.com/mods/nashgore-next/downloads/nashgore-next-v10>

[4-15] Anon finishes his MBF21 project called Terror Signal
<https://www.doomworld.com/forum/topic/144575>

[4-14] Pvt. Stone got an update
<https://skelegant.itch.io/pvt-stone/devlog/714208/update-to-version-8-damage-overhaul-new-hud>

[4-14] First version of MALICE REFINED is now available
<https://www.moddb.com/mods/malice-refined>

[4-13] DBP65: Sanguine Holy Land is out now!
<https://doomer.boards.net/thread/3531>

[4-12] RoTT Ludicrous Ed. v1.1 is out, includes map editor
<https://store.steampowered.com/news/app/1421490/view/4204747292702032960>

[4-11] DoomEXHUMED released
<https://forum.zdoom.org/viewtopic.php?t=78976>

[4-11] Showtime!!!, Doom mod by the author of Angelic Aviary
<https://cherubcorps.itch.io/showtime>

[4-10] Roland SC-55 series emulator v0.2.0 released
<https://github.com/nukeykt/Nuked-SC55/releases>

[4-9] Pirate Doom 2 public beta released
<https://www.doomworld.com/forum/topic/143805>

[4-7] Zandronum v3.2 beta build: voice chat, ACS lump reading changes, bunch of other features
<https://zandronum.com/forum/viewtopic.php?f=55&t=11166>

[4-2] Rise of the Triangles RC2 released: supports deathmatch, GZDoom, Zandronum
https://doomshack.org/uploads/rottriangle_RC2.zip

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MARCH 2024

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[3-29] dhewm 3 v1.5.3 released
<https://dhewm3.org>

[3-27] Doomer7, a Killer7-themed mod is now in beta
<https://docs.google.com/forms/d/e/1FAIpQLSfaYvx6PDjy8aGdqSCls5qXj1sCmi2e8XsMmblrJ81POJgsOw/viewform>

[3-22] Autistic internet gossip forum makes a .wad, follow the post for a link (>>10794530)
<https://kiwifarms.st/attachments/kfdoom-zip.5837326/>

[3-19] Sewer Jam for Quake 2 Remastered is Out!
<https://www.moddb.com/games/quake-2/addons/quake-2-re-release-sewer-jam-volume-1>

[3-17] Anon remembered that Freedom exists and it was updated
<https://freedom.github.io/>

[3-17] nugget 3.0 released:
<https://github.com/MrAlaux/Nugget-Doom/releases/tag/nugget-doom-3.0.0>
<https://www.doomworld.com/forum/post/2779971>

[3-17] Speedmappack 228 for Quake released, 18 maps all using vanilla gameplay and textures, no Copper whatsoever
<https://www.slipseer.com/index.php?resources/sm228-vanilla.335/>

[3-16] CLASSIC MARATHON will be released for Free on Steam soon!
https://store.steampowered.com/app/2398450/Classic_Marathon/

[3-16]Doom 2 in City Only Released
<https://www.doomworld.com/forum/topic/143936-doom-2-in-city-only-rc1>

[3-16]Wrath entitites file has finally released. Mapfags can now make new levels.
<https://github.com/Official3DRealms/wrath-mapping>

[3-15]Chex Quest 3: Vanilla Edition makes CQ3 playable without ZDoom
<https://www.doomworld.com/forum/topic/143907/>

[3-14]Quakespasm Spiked updated, now a dozen times faster. Can play any map at 60+ fps.
<https://fte.triptohell.info/moodles/qss/>

[3-14]The Github repos and download links for DeusDoom Weapons and Augmentations were deleted
>>10776480

[3-14]Nightmare Logic III - WW2-themed weapon set released:
<https://forum.zdoom.org/viewtopic.php?t=78827>

[3-14]Daniel's Simple Weapons - Vanilla+ weapon set released:
<https://www.doomworld.com/forum/topic/143858-daniels-simple-weapons/>

[3-14]APHRODITE - a cyberpunk-themed Doom reskin, replacing all weapons/hud/player elements without altering the core gameplay has released:
<https://skelegant.itch.io/aphrodite>

[13-3] BuildLauncher - a Build Engine games frontend that can maps and mods for BE games and run them with any port released.
<https://github.com/fgsfds/BuildLauncher>

[3-12] Wrath updated, harder
<https://store.steampowered.com/news/app/1000410/view/4141694364930729681?l=english>

[3-9]Pirate Doom II beta testing open
<https://www.doomworld.com/forum/topic/143805/>

[3-9]Anon released MetaDoom map
<https://desuarchive.org/vr/thread/10760903/#10761703>

[3-8] FrantikDM3 Released
<https://www.doomworld.com/forum/topic/143793>

[3-8] International Doom v7.4, adds support for Heretic & Hexen
<https://github.com/JNechaevsky/international-doom/releases/tag/7.4>

[3-8] Area 51 Source Code Released
<https://github.com/ProjectDreamland/area51>

[3-1] Woof 14.1 Maintenance Release
https://github.com/fabiangreffrath/woof/releases/tag/woof_14.1.0

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FEBRUARY 2024

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[02-27] WRATH: Aeon of Ruin has finally been released.
https://www.youtube.com/watch?v=tHxyn-b_0YI

[02-25] Rough Waves, anon's hovercraft combat TC has been getting updates.
<https://khodoque.itch.io/rough-waves>

[02-19] Full MD2 viewmodels for quake 2
<https://desuarchive.org/vr/thread/10722736/#10727173>

[02-16] Woof v.14.0.0 is out, many new options!
https://github.com/fabiangreffrath/woof/releases/tag/woof_14.0.0

[02-15] Shadow Warrior texture set for Quake
<https://www.slipseer.com/index.php?resources/shadow-warrior-1997-textures.316/>

[02-14] Twogers RC1 is out
<https://www.doomworld.com/forum/topic/143368-twogers-50-more-maps-of-twitch-madness-rc1-mbf21/>

[2-13] Alea lacta Est Episode 1 for quake 2 is out
<https://www.moddb.com/games/quake-2/addons/alea-iacta-est-episode-1>

[2-6] Doom 64 CE release (3.9.0)
<https://desuarchive.org/vr/thread/10664312/#10670816>

[2-6]Quake Remix Jam released
<https://www.slipseer.com/index.php?resources/remix-jam.315/>

[2-4]DBP64: The Vast Silence released
<https://doomer.boards.net/thread/3489/silence>

[2-4]<https://github.com/yquake2/yquake2remaster/releases/tag/8.31RR4>
Yamagi quake 2 remaster alpha build is out, Md5 support in early stages included.

[2-4]<https://github.com/fabiolimamp/alkaline/releases/tag/1.2.2>
New devkit for Quake Alkaline mod

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JANUARY 2024

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[1-25]Surreal Engine a "general source port" of OG Unreal engine was discovered by Anon
<https://github.com/dpjudas/SurrealEngine>

[1-25]The md5 model of the Guardian Boss is out for Quake 2 Remastered, making all monsters finally HD.
<https://www.moddb.com/games/quake-2/addons/md5-model-guardian-for-quake-2-remastered>

[1-25]The SW mapping kit had been updated with a tutorial video, Build Engine Boot Camp.

>>10633519

[1-23]Seaside Sanctuary for /vertex relocation/ project
>>10627127

[1-23]Trenchbroom 2024.1 rc1 is out
<https://github.com/TrenchBroom/TrenchBroom/releases/tag/v2024.1-RC1>

[1-21]Turok Anon IS ALIVE And Kicking! and he released the demo of his map and the Adon model as resource.
>>10620808

[1-21]Wadazine #22 is out Featuring GMOTA (we are getting famous lads!)
<https://wadazine.com/>

[1-21]Anon updates Map07 for /vertex relocation/ project
>>10620840

[1-16]Doom Delta 3.0 released
https://www.youtube.com/watch?v=BG80_xN1WgU [Open] [Embed]

[1-16]Episode Enyo, prequel to Slave Zero, is available for Quake's re-release and source ports.
<https://poppy.works/?games=slave-zero-x-episode-enyo>

[1-13]Prototype Speedmapping Map Jam for the Quake 2 Remaster Released
<https://www.moddb.com/games/quake-2/addons/q2proto1-jam-2024-final>

[1-12]vQuake aka Rendition Veritage Quake released
<https://www.vogons.org/viewtopic.php?f=9&t=95721>

[1-08] Anon releases all doom 2 maps without geometry >>10580574 (Cross-thread)

[1-07]Simpler Times for Duke 3D released
<https://www.moddb.com/mods/simpler-times>

[1-07]William Gee made a compilation of all his Duke3D maps into one mod, Supports Alien Armageddon
<https://www.moddb.com/mods/wg-mega-pack>

[1-07]Quakewulf releases "Four Base" a techdemo map demonstrating Quake 4 Textures in Quake 2 Remastered, source map included for mappers(Quake 4 textures needed)
<https://vxtwitter.com/Colonthreee/status/1744012704728183163>
<https://gamebanana.com/mods/481349> (Texture assets)

[1-03]WRATH: Aeon of Ruin's update that goes over its singleplayer content, improvements and fate of deathmatch.
<https://store.steampowered.com/news/app/1000410/view/3904122509826850382>

[1-02] Perfect Dark PC port receives WIP netplay support
https://nightly.link/fgsfdfsfgs/perfect_dark/workflows/c-cpp/port?preview

[1-01] Chasm: The Rift entity & weapon pack for Garry's Mod released
<https://steamcommunity.com/sharedfiles/filedetails/?id=3128742113>

[1-01] Anon releases a map for the Quake 2 Remaster
<https://twitter.com/Colonthreee/status/1741837792563311069>

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DECEMBER 2023

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[12-30] Chex Quest: The Penultimate Breakfast released
<https://www.doomworld.com/idgames/themes/chex/chextpb>

[12-29] Not Even Remotely Fair completed
<https://www.doomworld.com/forum/topic/127913>

[12-29] MIT student displays Doom in gut bacteria
<https://www.golem.de/news/biologie-doom-laeuft-auf-darmbakterien-2312-180291.html>

[12-29] BYOC got a GZDoom compatibility update
<https://revenatn.itch.io/byoc/devlog/657427/byoc-v15-for-gzdoom>

[12-27] Quake 2R Speedmap Jam announced in Nightdive discord

[12-26] Highway Accelleroid Booster 1.1 quietly released
<https://terminusest13.itch.io/highway-acceleroid-booster>

[12-26] GrezzoDue 2 released
<https://youtu.be/mloiLYRums8>

[12-24] J.A.C.K. editor updated for the first time in over a year
<https://store.steampowered.com/news/app/496450/view/3882730411551484355>

[12-24] BYOC 1.5 released
<https://revenatn.itch.io/byoc>

[12-22] Eviternity updated to RC4
<https://eviternity.dfdoom.com/>

[12-21] Rise of the Triangles RC1 released
https://doomshack.org/uploads/rotttriangle_RC1.zip

[12-18] Voxel Doom added parallax mapping to IWAD's textures
<https://www.moddb.com/mods/voxel-doom-ii/addons/voxel-doom-ii-with-parallax-textures>

[12-17] DoomGPT, an AI-directed Doom II project - released
<https://www.doomworld.com/forum/topic/133843>

[12-14] Nugget 2.3.0 Released
<https://github.com/MrAlaux/Nugget-Doom/releases/>

[12-12] Colourful Hell v1.01
<https://forum.zdoom.org/viewtopic.php?p=1248275#p1248275>

[12-12] Sigil 2 in Unity Doom, QDoom in KexQuake
<https://twitter.com/bethesda/status/1734622708074524944>

[12-11] Woof 12.0.1 (Sigil 2 fixes)
<https://github.com/fabiangreffrath/woof/releases/>

[12-10] Doom turns 30!

[12-10] Cacowards 2023
<https://www.doomworld.com/cacowards/2023/>

[12-10] Sigil II released
<https://romero.com/sigil>

[12-10] Romero + Carmack stream
<https://www.twitch.tv/videos/2000693432>

[12-10] Maximal Doom: 1994 WAD compilation
<https://www.doomworld.com/forum/topic/142041>

[12-10] Quake 2 CTF tournament
<https://q2ctf.eu/tournament/sunday-big-game-vol-14>

[12-10] 30 Years with Doom: Russian Doom community megawad
<https://www.doomworld.com/forum/topic/142029>

[12-09] Eviternity II released
<https://www.doomworld.com/forum/topic/142015-rc1-eviternity-ii/>

[12-08] Polish Community Project - in beta
<https://www.doomworld.com/forum/topic/141953>

[12-08] Lesser-known Duke games re-released on Evercade
<https://evercade.co.uk/dukenukem/>

[12-07] DBP63: Terminal Voltage released
<https://www.doomworld.com/forum/topic/141937/>

[12-06] Angelic Aviary - Zandronum version released
<https://forum.zdoom.org/viewtopic.php?t=69883>

[12-06] Kingpin: Reloaded released
<https://www.youtube.com/watch?v=dBjyy9QK74A>

[12-05] Flashback: shareware episode, by Espi and Torn
<https://www.doomworld.com/forum/topic/141883>

[12-03] Amaze Base (Q2) >>10475964
<https://quakeulf.suxos.org/3d/maps/abase.zip>

[12-01] PortaDOOM updated
<https://github.com/Kroc/PortaDOOM/releases>

[12-01] The Black Parade (Thief 1) - released
<https://www.ttlg.com/forums/showthread.php?t=152429>

[12-01] Quake 2 N64 map jam - released
<https://www.moddb.com/games/quake-2/addons/quake-2-re-release-n64-sp-map-jam>

[12-01] The Troopers' Playground - now in Unity Doom
<https://slayersclub.bethesda.net/article/new-add-on-troopers-playground-doom>

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NOVEMBER 2023

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[11-28] Hell's Bane released
<https://www.doomworld.com/forum/topic/136905>

[11-28] Realm of Chaos - 25th Anniversary Edition
<https://www.doomworld.com/forum/topic/125508>

[11-24] iSpook/Spookysprouts has passed away in his sleep June of this year
>>10443323

[11-20] Headless Chicken maps are completed for SP
<https://www.doomworld.com/forum/topic/128633>

[11-20] Blood: Fresh Supply now includes the DOS version
<https://store.steampowered.com/news/app/1010750/view/7425934518550758530>

[11-18] Magikus 2: Dorakk's Revenge >>10425779
<https://gofile.io/d/ehueQT>

[11-17] Half-Life - 25th anniversary update
<https://half-life.com/en/halflife25/>

[11-12] Raze - updated to 1.8.1
<https://forum.zdoom.org/viewtopic.php?t=78471>

[11-12] Plasma - anon's wip 16-map MBF21 wad >>10405532
<https://files.catbox.moe/qwz8a2.wad>

[11-10] Dominatrix (SiN sourceport) - v1 released
<https://rohit.itch.io/dominatrix>

[11-10] Wolf3D TC version 3.1
<https://forum.zdoom.org/viewtopic.php?p=1247334#p1247334>

[11-07] Cultist Rage - anon's map for MetaDoom >>10386054
<https://gofile.io/d/XB9p7G>

[11-08] Voxels for software renderers (sample code by AJ Apted)
<https://www.doomworld.com/forum/topic/141326/>

[11-07] Decino doing user submissions (also 10x10 and DBP37)
<https://www.youtube.com/watch?v=mNOKdrtZW2o>

[11-06] Dario Casali doing a Half-Life commentary
<https://www.youtube.com/watch?v=naWgflzwwTc>

[11-06] GZDoom Universal Flexible HUD
<https://www.youtube.com/watch?v=BIWhq5-Gxmk>

[11-05] Toxicity - single-map release for Q2R
<https://www.moddb.com/games/quake-2/addons/toxicity1>

[11-03] Carmack & Romero planning a joint stream (Dec 10th)
<https://twitter.com/romero/status/1720489883590939047>

[11-03] Nazi Zombies Portable (CoD:WaW demake in Quake)
<https://nzportable.neocities.org/landing/>

[11-02] Yamagi Q2 - first alpha of Q2R fork released
<https://github.com/yquake2/yquake2remaster/releases>

[11-02] Harmony TC - made compatible with limit-removing ports
<https://www.doomworld.com/forum/topic/141216/>

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OCTOBER 2023

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[10-31] Ad Mortem Final Cut - released
<https://www.doomworld.com/forum/topic/125461>

[10-31] Wormwood V released
<https://www.doomworld.com/forum/topic/141190>

[10-28] Alcazar, a 6 maps-long Halloween Boom wad
<https://www.doomworld.com/forum/topic/141134>

[10-27] DSDA-Doom updated with UDMF/MAPINFO/SOUNDINFO support
<https://www.doomworld.com/forum/topic/141111>

[10-27] Supplice E2 released
<https://store.steampowered.com/news/app/1693280/view/3734106545312359792>

[10-22] Return to Hadron episode 4 released
<https://www.doomworld.com/forum/topic/141023>

[10-22] Godless Night (Supercharge-based GZ episode) released
<https://www.doomworld.com/forum/topic/141009>

[10-20] QC:DE - v3.0 (beta) by Q-Zandronum devs
<https://www.moddb.com/mods/quake-champions-doom-edition/downloads>

[10-14] Pina Colada (75 monsters limit) - RC2
<https://www.doomworld.com/forum/topic/140427>

[10-6] First Quake 2 Remaster Deathmatch Jam is out
<https://www.moddb.com/games/quake-2/addons/quake-2-remaster-deathmatch-map-jam-2023>

[10-3]Quake 2 Remaster updated (check Steam)

[10-1] DBP62: Haunting Hollow is out now!
<https://doomer.boards.net/thread/3364/haunting-hollow>

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SEPTEMBER 2023

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[9-30] Ion Fury: Aftershock release announced for October 2, 2023
https://www.youtube.com/watch?v=c49Zj6E_u98

[9-30] Kingpin: Reloaded release announced for December 5, 2023
https://www.youtube.com/watch?v=SP9U_0znTCQ

[9-30] Wrath: Aeon of Ruin release announced for February 27, 2024
<https://www.youtube.com/watch?v=CLMKbLI-nRA>

[9-30] MARROW, a fan-made Blood episode, released
<https://www.moddb.com/mods/marrow>

[9-28] The Force Engine 1.09.5 released, featuring new graphical features
<https://www.youtube.com/watch?v=xh5O53fM-pk>

[9-27] Venturous, an Indiana Jones-style partial conversion released
<https://forum.zdoom.org/viewtopic.php?t=78218>

[9-25] GZDoom 4.11 released, supporting DSDHacked and new ZSCript features
<https://forum.zdoom.org/viewtopic.php?p=1245363#p1245363>

[9-21] Naku-Naru 2 released
<https://joblez.itch.io/naku-naru-2-yoru-no-sei>

[9-20] GZChaos 1.0 released
<https://kevansevans.itch.io/gzchaos>

[9-18] Doom Mac sourcecode
<https://archive.org/details/doom-mac-source>

[9-18] Doom Mac source code
<https://archive.org/details/doom-mac-source>

[9-15] Doom Retro 5.0 released
<https://github.com/bradharding/doomretro/releases/tag/v5.0>

[9-15] E3 of Rise of the Triangles has released:
<https://files.catbox.moe/a9f5pf.zip>

[9-15]/vr/ has made a Doom wad
<https://desuarchive.org/vr/thread/10225829/#10246503>
<https://desuarchive.org/vr/thread/10225829/#10246521>

[9-14] Woof! 12.0 released
https://github.com/fabiangreffrath/woof/releases/tag/woof_12.0.0

[9-14] Quake 2 Generations source code posted courtesy of user Matsilagi:
<https://drive.google.com/file/d/1l8vPbXu0QOG5QOE3XNII2pw28SyTzNmn/view>

[9-13] Casual and experimental wads by Thelokk
<https://www.doomworld.com/idgames/levels/doom2/Ports/0-9/12ep>
<https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/boa2kd>

[9-12] Interview with Paril from Nightdive about Quake 2 Remastered
<https://youtu.be/V9fo4rChI0E>

[9-11] Quake 2 Map Jam announced
<https://desuarchive.org/vr/thread/10230372/#10235101>

[9-10] Defensive Measures recompiled for Q2R
<https://www.moddb.com/games/quake-2/addons/defensive-measures1>

[9-05] Quakespasm 0.96.0 Released
<https://sourceforge.net/p/quakespasm/news/2023/09/quakespasm-0960/>

[9-02] Anon's Rise of the Triangles E2 >>10210054
<https://files.catbox.moe/5p3fd3.zip>

[9-02] Nugget Doom updated to 2.1
<https://github.com/MrAlaux/Nugget-Doom/releases/>

[9-02] DBP61: Tempest Enterprise is out
<https://doomer.boards.net/thread/3330/tempest-enterprise>

[9-01] "Debase" remastered for KexQ2 compat
<https://quakeulf.suxos.org/3d/maps/dbase.zip>

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AUGUST 2023

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[9-01] Insanity Edged released
<https://www.doomworld.com/forum/topic/132850>

[8-31] Colourful Hell 1.00 has finally been released!
<https://forum.zdoom.org/viewtopic.php?p=1244347#p1244347>

[8-27] A little old but Doom Infinite: A roguelike mod is out
<https://www.moddb.com/mods/doom-infinite>

[8-26] Timo released an updated pack GTKRadiant4 pack for Q2R support
<https://github.com/TTimo/Q2RePack/>

[8-26] Corruption Cards updated to 5.1
<https://forum.zdoom.org/viewtopic.php?p=1244168#p1244168>

[8-24] Quake Combat+ a modification of Quake 1.5 is out.
<https://www.moddb.com/mods/quake-combat>

[8-23] Nightdive also announces Star Wars: Dark Forces Remastered
<https://www.youtube.com/watch?v=4b9TTurkH4c>

[8-23] Nightdive announces Turok 3: Shadow of Oblivion Remastered. Comes out November 15.
<https://www.youtube.com/watch?v=SdCaj5ZRp-A>

[8-22] Release Candidate of UT99 newest patch is out
<https://github.com/OldUnreal/UnrealTournamentPatches/releases/tag/v469d-rc2>

[8-20] Ashes Hard Reset Announced! A prequel to Ashes 2063
<https://www.moddb.com/mods/ashes-2063/news/announcing-ashes-hard-reset>

[8-19] How to create new maps on Quake 2 Remastered, first video is out.
<https://www.youtube.com/watch?v=jDyfpSgnjDc>

[8-19] Lost Civilization 2 for Doom 2 is out
<https://www.doomworld.com/forum/topic/139300-lost-civilization-2-the-desolation/>

[8-19] Digital Foundry's analysis on Quake 2 Remake is out
<https://www.youtube.com/watch?v=ck3pqrTAphs>

[8-19] 100 lines limitation mapset, anon would like a feedback
>>10158610

[8-12] WIP Perfect Dark Port For PC Released
https://github.com/fgsfdfsfgs/perfect_dark

[8-10] Quake II Kex-based remaster released
<https://store.steampowered.com/news/app/2320/view/3644027577415996831>

[8-10] Quake II 25th Anniversary Collaborative Unit - v1.0 released
<https://quakeulf.suxos.org/3d/maps/Quake225ACU.zip>

[8-10] Q-Type DM (Q1 Themed DM Pack for Doom 2)
<https://www.doomworld.com/forum/topic/139030>

[8-10] Deathmatch Dimension added to officially curated Q1 mods
<https://mods.silver.quakeapi.com/dmd.pak>

[8-10] BTSX E3 demo released

<https://www.doomworld.com/forum/topic/104557>

[8-10] Titan 1.0 released (Doom 2016 weapons)
<https://www.youtube.com/watch?v=jXjNuFytqYI>

[8-09] Tribute Quilt released
<https://www.doomworld.com/idgames/levels/doom/Ports/s-u/tributequilt>

[8-08] The Rotting Jam for Quake is out
<https://www.slipseer.com/index.php?resources/rotting-jam.254/>

[8-08] Doom RL Arsenal Extended 1.1 released, with new classes and unlockables.
<https://forum.zdoom.org/viewtopic.php?p=1243536#p1243536>

[8-02] Peril, Quake mod based on Arcane Dimensions, releases after 3 years in development
<https://www.slipseer.com/index.php?resources/peril3-0.253/>

[8-02] DBP60: Eldritch Voyage is out now
<https://doomer.boards.net/thread/3301/eldritch-voyage>

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JULY 2023

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[7-31] Rise of the Triad: Ludicrous Edition released
<https://youtu.be/3A8X2tqQuGY>

[7-22]Voxel Doom II release trailer
<https://www.youtube.com/watch?v=IQK8m41daAk>

[7-20] Episode 2 demo of Doom Refired out
<https://www.doomworld.com/forum/topic/128420-doom-refired-doom-ii-vanilla-project-episode-2-demo-out/?page=2&tab=comments#comment-2675768>

[7-18] Vulkan only GZdoom fork for indie games released
<https://github.com/dpjudas/VkDoom/releases>

[7-17] Blood Fresh Supply getting a new update.
<https://twitter.com/VinciusMedeiro6/status/1681041705699606528>

[7-17] "OCTATE", lost kin dedicates a map to the late Dr. Sleep
<https://www.doomworld.com/forum/topic/137638>

[7-15] Babel mod gets tweaks n' fixes with new update
<https://datanon.itch.io/babel/devlog/561033/july-2023-update>

[7-14] Nugget Doom receives 2.0 release, new rendering resolutions
<https://github.com/MrAlaux/Nugget-Doom/releases/tag/nugget-doom-2.0.0>

[7-13] Contract Revoked added to Quake's re-release.
<https://twitter.com/Quake/status/1679510869443592199>

[7-12] BuildGDX fork "NuBuildGDX" released by the coder behind Doom64EX-Plus.
<https://github.com/atsb/NuBuildGDX/releases>

[7-12] Palette Studio updated, make palette-indexed sprites in Blender
<https://dietinghippo.itch.io/palette-studio/devlog/559465/palette-studio-v13-released>

[7-8] SO YOU WANNA PLAY SOME MORE DOOM
<https://youtu.be/DhOjleMqwdQ>

[7-8] Dehacked universal standard proposed
<https://www.doomworld.com/forum/topic/137416>

[7-7] International-doom re-launched as a doom-focused limit-removing no-bloat port
<https://github.com/JNechaevsky/international-doom/releases/tag/7.0>

[7-7] UDINO megawad released
<https://www.doomworld.com/forum/topic/137395>

[7-6] Woof 11.3 released.
https://github.com/fabiangreffrath/woof/releases/tag/woof_11.3.0

[7-4] DBP59:Zeppelin Armada is out.
https://www.dropbox.com/s/6le9s6ihmfto7b7/DBP_59_full.zip?dl=1

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JUNE 2023

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[6-28]CyClones&Necrodome re-released on Steam & GOG:
<https://www.youtube.com/watch?v=wGeWo1uoX9s>
https://www.youtube.com/watch?v=uKwJd_-Y6f4

[6-27] Raytraced Descent port available.
<https://github.com/BredaUniversityGames/DXX-Raytracer>

[6-27] Doom 64 Complete Edition released. 2020 port levels on N64.
<https://www.romhacking.net/hacks/7897/>

[6-25] HDoom Tech Demo 10 released. Doom 1 monsters complete.
<https://drive.google.com/file/d/1yPfIe4pnbMfgAvKHwmljT7LJr1sgfAlJ/view?usp=sharing>

[6-23] The Edge Of Time update
<https://www.doomworld.com/forum/topic/109899-wip-the-edge-of-time-tpc-beta-20-gradius-ii-gofers-ambition-gzdoom/?tab=comments#comment-2663383>

[6-23] Quake Mjolnir + Keep mod released
https://celephais.net/board/view_thread.php?id=62254
https://celephais.net/board/view_thread.php?id=62253

[6-22] SRB2Kart Server update:
>>10006105 (Cross-thread)

[6-22] Quake II Remaster announced
<https://twitter.com/gematsu/status/1671811658904215552> (embed)

[6-22] Serious Sam Classic Super Patch update
<https://github.com/SamClassicPatch/SuperProject/releases/tag/1.6>

[6-22] Doom64 EX+ update
<https://github.com/atsb/Doom64EX-Plus/releases/tag/3.6.5.8>

[6-19] ROTT: Ludicrous Edition Demo released
https://store.steampowered.com/app/1421490/Rise_of_the_Triad_Ludicrous_Edition/

[6-18] Anon attempts to back up every possible D2RPG comic
<https://imgur.com/a/slxE9or>

[6-15] CyClones set to be re-released on Steam & GOG this June.
<https://www.gog.com/game/cyclones>

[6-14] Anon brings in Doom mapping resources
<https://mega.nz/folder/dTpB0CzR#vqy5NsldbETiTyIMH4YGmQ>

[6-11] Deathmatch Dimension, A single player episode containing 10 maps inspired by the official Quake deathmatch maps
<https://www.quaddicted.com/reviews/dmd.html>

[6-10] Violetshift, 13-map wad inspired by Stardate 20x7.
<https://www.doomworld.com/forum/topic/136502>

[6-7] New ACE injection demo dropped.
<https://www.doomworld.com/forum/topic/130715-ace-engine-dos-doom-ii-vanilla/?page=9&tab=comments#comment-2655386>

[6-5] ROTT: Ludicrous Edition release on July 31, 2023.
<https://www.youtube.com/watch?v=vRdZEY6EL5I>

[6-1] Pandemonia updated to 2.4.
<https://forum.zdoom.org/viewtopic.php?t=60984>

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MAY 2023

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[5-31] Duke Nukem Collections 1 & 2 announced for Evercade.
<https://www.youtube.com/watch?v=jcuNpWd-G6g>

[5-29] dsda-doom 0.26 now available with beta UDMF support
<https://github.com/kraflab/dsda-doom>

[5-28] Walpurgis 0.98 is out
<https://youtu.be/ieMJf-BHTv4>

[5-28] Corruption Cards updated to 5.0
<https://www.moddb.com/mods/corruption-cards/downloads/corruption-cards-50>

[5-27]Combined_Arms Gaiden upgraded to 2.1
<https://combine-kegan.itch.io/combined-arms-gaiden>

[5-25] Explore Jam 3 for Quake released
<https://www.slipseer.com/index.php?resources/explore-jam-3.228/>

[5-25] 3D scans of Quake 2 toys
<https://blake.toys/tags/quake2>

[5-24] Aleph One updated
<https://alephone.lhowon.org/>

[5-23] Nugget Doom updated to 1.14.0
<https://github.com/MrAlaux/Nugget-Doom/releases/tag/nugget-doom-1.14.0>

[5-23] Woof 11.1.4 released, Mac/MIDI support improvements and bugfixes for Dehacked
https://github.com/fabiangreffrath/woof/releases/tag/woof_11.1.4

[5-22] "Bring Your Own Class" Zandronum mod release
<https://revenatn.itch.io/byoc>

[5-18] Chasm: The Rift's re-release gets a major update and console release
<https://store.steampowered.com/news/app/2061230/view/3730712991560569024>

[5-10] New Hexen II map using Shadows of Chaos mod
https://www.celephais.net/board/view_thread.php?id=62245

[5-7] New Doom II RPG Port available
<https://www.doomworld.com/forum/topic/135602>

[5-5] Quofee 2 released : 132 vanilla Quake speedmaps
https://www.quaddicted.com/reviews/quoffee2_final.html

[5-4] Woof! 11.0 released with many new features
https://github.com/fabiangreffrath/woof/releases/tag/woof_11.0.0

[5-2] Combined_Arms Gaiden has been updated to version 2.0
<https://www.youtube.com/watch?v=ocXJAHKO4Wo>

[5-2] DBP58: Immortal Warfare has released
https://www.dropbox.com/s/yuofyq7afblzuzv/DBP_58.zip

[5-1] DNF Restoration goes open-source
<https://gitlab.com/team-restoration/duke4-public>

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APRIL 2023

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[4-28] Eternity Engine goes Multithreaded (beta)
<https://www.doomworld.com/forum/topic/135380>

[4-25] Duke Nukem 3D mod Legacy Edition 2.0 release on May 19th
<https://www.youtube.com/watch?v=sOgYz34AvD0>

[4-19] What Lies Beneath, 11-maps episode for MBF21 RC1 revealed
<https://www.doomworld.com/forum/topic/135165>

[4-15] Unreal mod "Steele Dawn" V2 has been released
<https://www.unrealsp.org/index.php/articles/reviews/steele-dawn>

[4-15] Coincident achieves first ever non-TAS single segment run of Okuplok (ITYTD)
<https://youtu.be/4PP6iqrglM8>

[4-12] Re: Mobilize Quake mod announced
<https://youtu.be/KZOgpGb6YM0>

[4-11] Doomer Boards projects compiled (01-57) (With latest fixes to Shatter Realm)
<https://www.mediafire.com/folder/n9j77ptkec5md>

=== PREVIOUS ===
<https://docs.google.com/document/d/1-vrTgPGmLLwdO5VHHJCJMxmRD05E6XINmqHIN8aykRG0>
TO SUBMIT NEWS, REPLY TO THIS POST

[4-15] Coincident achieves first ever non-TAS single segment run of Okuplok (ITYTD)
<https://youtu.be/4PP6iqrglM8>

[4-12] Re: Mobilize Quake mod announced
<https://youtu.be/KZOgpGb6YM0>

[4-11] Doomer Boards projects compiled (01-57) (04-11-2023) (With latest fixes to Shatter Realm)
<https://www.mediafire.com/folder/n9j77ptkec5md>

[4-10] A 7-map demo of "Of Myth Relinquished" for Heretic is out
<https://www.doomworld.com/forum/topic/134628>

[4-9] Slayers Testaments for Quake trailer released
<https://youtu.be/RkrXeQdQLCs>

[4-9] Descent is getting a DXX-based raytraced build
<https://youtu.be/Q970jljMTNk>

[4-9] The Quake 2 25th Anniversary Collaborative Unit is here!
<https://quakeulf.suxos.org/3d/maps/Quake225ACU.zip>

[4-6] New E4 inspired episode for Quake
<https://www.slipseer.com/index.php?resources/the-spiritworld.208/>

[4-3] Wad Scorecard v1.6 released
<https://www.doomworld.com/forum/topic/133645>

[4-2] What is Health? RC1 released
<https://www.doomworld.com/forum/topic/134785>

[4-2] Raze 1.7.0 released
<https://github.com/ZDoom/Raze/releases/tag/1.7.0>

[4-2] Anon shares a map about finding the lost 94 Protons release build
https://drive.google.com/file/d/1Vww5Y1FKFayLAN3mDGuOdbTg5WMIjZf_/view?usp=share_link

[4-1] Cripsy 6.0 released, now supporting Strife
<https://github.com/fabiangreffrath/crispy-doom/releases/tag/crispy-doom-6.0>

[4-1] Slade updated to 3.2.2.
<https://github.com/sirjuddington/SLADE/releases/tag/3.2.2>

[4-1] VALORANT: Antivax Edition released
<https://www.doomworld.com/forum/topic/134769>

MARCH 2023

- [3-28] Doom Master Wadazine #20 is out
<https://wadazine.com/portofolio/>
- [3-23] Temporal Tantrum is out on Idgames
https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/temp_tantrum
- [3-23] TrenchBroom 2023.1 released
<https://github.com/TrenchBroom/TrenchBroom/releases/tag/v2023.1>
- [3-18] Anon shares his widescreen Heretic graphics
<https://files.catbox.moe/buu3ix.zip>
- [3-18] La Tailor Girl updated to v1.89
<https://forum.zdoom.org/viewtopic.php?p=1238204#p1238204>
- [3-17] New Ironwail just dropped
<https://github.com/andrei-drexler/ironwail>
- [3-14] Half-Life MMod released
https://store.steampowered.com/app/1761270/HalfLife_MMod/
- [3-14] vkQuake updated to 1.30.0
<https://github.com/Novum/vkQuake/releases>
- [3-14] Rampancy 2.0 released
<https://forum.zdoom.org/viewtopic.php?t=67193>
- [3-10] MM8BDM updated
<https://cutstuff.net/forum/index.php?topic=11983.0>
- [3-8] New GZDoom shooter, Captain Wayne - Vacation Desperation demo released
<https://ciaran-games.itch.io/wayne>
- [3-7] Duke 2008 model leaked
https://reentry.org/x0r_jmp
- [3-4] Alkaline 1.2 released
<https://www.slipseer.com/index.php?resources/alkaline.62/>
- [3-1] DBP57: Shatter Realm is out
<https://doomer.boards.net/thread/3116/>

FEBRUARY 2023

- [2-28] LunchLunch releases a new map
<https://doomer.boards.net/thread/3115/>
- [2-28] DNF Restoration status update
<https://www.moddb.com/mods/dnf2001-restoration-project/news/february-2023-development-update>
- [2-27] New build of Half-Life for Dreamcast leaked.
<https://twitter.com/CombyLaurent1/status/1630108636931301376>
- [2-27] Version 1.3 of Temporal Tantrum released
https://drive.google.com/file/d/1qwlqXqy_1eJdq9jTV Cp bunVA2IEujwVW

[2-26] Doom 64-style map for GZDoom
<https://www.doomworld.com/forum/topic/134184-doom-64-artherbound-demo/>

[2-23] Operation Pegasus released for macenwolf
<https://www.moddb.com/mods/macenwolf/news/peg-horse>

[2-23] Obsidian v20 stable released, adding support for Wolf3d/SoD/Chex/Hacx/Hexen/Strife
<https://github.com/obsidian-level-maker/Obsidian/releases/tag/Obsidian-v20-20230223>

[2-22] Half-Life RTX Released
<https://www.youtube.com/watch?v=LQCZTxzW6A0>

[2-21] Anon shares his VR2 map
<https://tempfile.io/en/vMX5B7F6esHQpVv/file>

[2-20] Stickguy in Doom Redux released
<https://forum.zdoom.org/viewtopic.php?t=77301>

[2-18] LitDoom updated to 0.595a
<https://forum.zdoom.org/viewtopic.php?t=68573>

[2-17] Update on Duke Nukem Forever Director's Cut
<https://www.moddb.com/mods/dnfdx/news/dnfdx-valentines-day-2023-update>

[2-16] Nail and Crescent, a Quake 1-inspired total conversion mod of Q2RTX, getting some dev update screenshots
https://twitter.com/nail_crescent

[2-14] Doom 64 Arch-Vile released
<https://forum.zdoom.org/viewtopic.php?p=1236969#p1236969>

[2-14] PUSS XXIV is out
<https://www.doomworld.com/forum/topic/133959>

[2-12] Marathon's Eternal X v1.3.0 Preview 5 released
<http://eternal.bungie.org/development>

[2-9] Anon released a Quake map.
<https://a.uguu.se/aradmQyF.bsp>

[2-9] N64 emulator that runs Quake 2 without complication
<https://github.com/Rosalie241/RMG/releases>

[2-8] Russian fan dub of Ion Fury released
<https://youtu.be/EEvZi74W8j0>

[2-7] Laz rojas (Wolfendoom guy) has made a gofundme after being fucked over.
<https://www.doomworld.com/forum/topic/133861-laz-rojas-an-old-doomer-in-trouble/>

[2-5] Quake Revitilation Project archived on moddb
<https://www.moddb.com/games/quake/addons/quake-revitalization-project-archive>

[2-5] Quake Champions Oscillator for Quake 1 archived on moddb
<https://www.moddb.com/games/quake/addons/quake-champions-oscillator-nailgun-for-quake-1>

[2-2] Machete is now on idgames
<https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/machetefinal>

[2-2] Dwell episode 2 is out
<https://youtu.be/dpTfgODVMHw>
<https://www.slipseer.com/index.php?resources%2Fdwell.21%2F>

[2-1] DBP56: Augustland Barrens is out now!
<https://doomer.boards.net/thread/3101/augustland-barrens>

[2-1] Doom Delta v2.5.0
<https://forum.zdoom.org/viewtopic.php?p=1236481#p1236481>

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JANUARY 2023

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[1-31] The Fortress of Dr. Radiaki available for purchase on ZOOM Platform
https://www.youtube.com/watch?v=8yV-iZD_KJ0

[1-30] Temporal Tantrum version 1.2
<https://drive.google.com/file/d/1A4FZG9s6enKzFq7ggJwyLHt9l2his8FL>

[1-25] Corruption Cards updated to 4.4
<https://forum.zdoom.org/viewtopic.php?t=67939>

[1-23] Temporal Tantrum released
<https://www.doomworld.com/forum/topic/117972>

[1-20] Wolfenstein 3D CGA released
<https://github.com/jhhoward/WolfensteinCGA>

[1-20] REKKR: Sunken Land available on GOG
<https://twitter.com/RevaeRavus/status/1616495789697814529>

[1-20] La Tailor Girl 1.88 is out
<https://forum.zdoom.org/viewtopic.php?p=1235834>

[1-16] New round of updates for InterDoom family of ports
<https://www.doomworld.com/forum/post/2595839>

[1-16] New round of updates for InterDoom family of ports
<https://www.doomworld.com/forum/post/2595839>

[1-15] Temporal Tantrum RC1 is out
<https://drive.google.com/file/d/1p4HFr8joLfmC-KkUWouUUjH5ub2PSomd>

[1-15] GMOTA updated to 1.5.2
<https://combine-kegan.itch.io/gmota>

[1-13] DNF 98 map added to the restoration project
<https://youtu.be/ZTixwglGII4>

[1-12] THEME-GAWAD is out
<https://www.doomworld.com/forum/topic/133436>

[1-12] Various Valve assets leaked, around 60GB in total

[1-10] Duke Nukem Zero Hour decompiled
<https://github.com/Gillou68310/DukeNukemZeroHour>

[1-10] DNF 98 build assets leaked
https://reentry.org/x0r_jmp

[1-9] New Temporal Tantrum release
<https://drive.google.com/file/d/1jIS6XpvRAA8FTRcPKPt65P2cOEpoDjw4>

[1-8] Rough Waves v0.2 released
<https://khodoque.itch.io/rough-waves>

[1-8] DNF Q2 build release imminent
<https://twitter.com/ScottApogee/status/1612134200169353218>

[1-7] Scudhead released (Gifty's FDTWID maps)
<https://www.doomworld.com/forum/topic/133367>

[1-7] Hell On Earth Shareware released
<https://www.doomworld.com/forum/topic/109227>

[1-6] Painslayer updated to 1.3.0.
<https://www.youtube.com/watch?v=W-pd5GfsEck>

[1-5] Qbism is hosting the most up to date quake 2 compiler
<https://github.com/qbism/q2tools-220>

[1-4] BLOODS SOURCE CODE LEAKED
https://reentry.org/x0r_jump

[1-2] VR-3KKR added to Steam
<https://store.steampowered.com/news/app/1715690/view/3651887949086855011>

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DECEMBER 2022

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[12-31] Duke Nukem 3D Reloaded leaked
<https://anonfiles.DOT.com/SLASH/M8f3P8O6yc>

[12-29] Anon shares his NaNoWadMo 2022 WAD
<https://www.dropbox.com/s/8531ggl3l15k3d8/macheteRC1.rar?dl=0>

[12-29] The Force Engine now supports all mods from DF-21.net
<https://df-21.net/?post=64>

[12-29] Unreal 1998 tech demo on Saturn
<https://youtu.be/WpcjkDDLoXM>

[12-28] Temporal Tantrum "gamma" release
https://drive.google.com/file/d/1WJp8h9SZ2AtOJdnP_82h1qnjJnI2Pfs4/view?usp=sharing

[12-28] Wolf3D TC 3.0 released
<https://forum.zdoom.org/viewtopic.php?p=1234360#p1234360>

[12-26] netronian chaos had an update
<https://captain-jurgh.itch.io/netronian-chaos>

[12-25] some other duke leaks
https://reentry.org/x0r_jump

[12-25] Doom 64 beta leaked
<https://cdn.discordapp.com/attachments/640930400704659457/1056623194838155294/DMEVAL12101996.z64>

[12-25] 94 Protons Of /vr/ BETA v0.9.1
<https://mega.nz/folder/z9ZVEAJJ#t4IEL6VGfY7tBBMIEOKXUA>

[12-25] GMOTA v1.5 is live
<https://combine-kegan.itch.io/gmota>

[12-25] Prey 1995 prototype leaked
<https://archive.org/details/prey-1195>

[12-24] VR-3KKR for REKKR released
<https://www.mediafire.com/file/d1vzvzj0jteywj5/VREKKR.wad/file>

[12-24] DBP55: Jolly Junkyard is out
<https://doomer.boards.net/thread/3050/jolly-junkyard>

[12-23] yamagiQ2 receives another vulkan update
https://github.com/yquake2/ref_vk/releases/tag/v1.0.3

[12-23] RC2.1 of UNRATTLED published
<https://www.doomworld.com/forum/topic/133103>

[12-23] Anon releases a christmas wad
<https://files.catbox.moe/0u2yo4.zip>

[12-23] DSDA-Doom version 0.25.0 has been released
<https://github.com/kraflab/dsda-doom/releases/tag/v0.25.0>

[12-21] DNF Restoration: First Slice version 1.0, released

<https://www.moddb.com/mods/dnf2001-restoration-project/news/duke-nukem-restoration-first-slice-10-release>

[12-21] Woof! version 10.5.0 released, with a meaty changelog
https://github.com/fabiangreffrath/woof/releases/tag/woof_10.5.0

[12-20] "Duke Nukem: Endangered Species" has been leaked
https://rentry.org/x0r_jmp

[12-19] The Force Engine version 1.0 has been released
<https://theforceengine.github.io/2022/12/19/Version1-0.html>

[12-18] The Mines Level Contest for Dark Forces had 4 submissions
<https://df-21.net/downloads/contests.php>

[12-17] DNF Restoration First Slice trailer, release Wednesday
<https://youtu.be/d3nSSCNDFds>

[12-17] Doomworld textures/sprites dump by anon
<https://www.mediafire.com/file/g8fg9w1manakmvn>
<https://www.mediafire.com/file/667lcn3n49x76ka>

[12-15] Quake Enhanced released on GOG

[12-14] Epic kills support for legacy Unreal servers
<https://twitter.com/Wario64/status/1603061869396209664>

[12-10] DoomRPG is out
<https://github.com/anarkavre/drpg>

[12-10] AcmeCTF discord confirms that Worm/Yowza the legendary host of all CTF servers, has passed away.
<https://www.legacy.com/us/obituaries/name/paul-adams-obituary?id=38323149>

[12-9] Quake 2 ported to Digital Paintball 2 Q2engine
<https://digitalpaint.org/>

[12-9] Tastyspleen is running a multiplayer special for Q2's birthday
<https://twitter.com/tastyspleentv/status/1601304106391330817>

[12-9] Yamagi Quake II was updated to the 25th Anniversary update Edition
<https://www.yamagi.org/quake2/>

[12-8] Sigil 2 next year
<https://twitter.com/romero/status/1600982842452119552>

[12-4] GZDoom 4.10.0 released
<https://forum.zdoom.org/viewtopic.php?t=76913>

[12-3] DBP54: Steamy Bathhouse is out
<https://doomer.boards.net/thread/3022>

[12-2] New vkQuake release
<https://github.com/Novum/vkQuake/releases/tag/1.22.0>

[12-1] Decino is taking submissions again
<https://youtu.be/bGqw8OYrmUw>

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NOVEMBER 2022

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[11-25] DF Retro about path traced Quake is out
<https://youtu.be/lhhLcZQ2zD0>

[11-24] 200 Line Massacre released
<https://youtu.be/8wMEsuEDAxo>

[11-23] The Force Engine updated to 0.93
<https://twitter.com/DF21net/status/1595577521629716483>

[11-21] The Macwolf port has a working Editor
<https://www.moddb.com/mods/macenwolf>

[11-20] MW-3000 a weapon's reskin pack for Quake 2 is out
<https://www.moddb.com/mods/mw-3000/news/mw-3000-release>

[11-11] Anon releases Stellar Sarcophagus https://mega.nz/file/4mYygYSK#P9vpKwOK9QY6QHplQXCsiK3RPWp3qiPMv_V01Nnezpo

[11-11] KDiKDiZD released
<https://www.doomworld.com/forum/topic/132407-knee-deep-in-kdizd-released-its-kdizd-for-doom2exe/>

[11-6] Wormwood gets new final chapter
<https://www.doomworld.com/forum/topic/132293>

[11-5] Nirvana interviews Sandy Petersen
<https://www.youtube.com/watch?v=ahjodwO1XBU>

[11-5] GZDoom 4.9.0 released
<https://github.com/ZDoom/gzdoom/releases/tag/g4.9.0>
<https://forum.zdoom.org/viewtopic.php?t=76741>

[11-5] Divergence, a 2-map long Heretic wad.
<https://www.doomworld.com/forum/topic/132276-divergenceheretic-2-maps/>

[11-3] DF-21.net is hosting a Star Wars: Dark Forces level contest for the month of November with a prize.
<https://df-21.net/?post=63>

[11-2] DBP53: Plutonian Sunrise, released.
<https://doomer.boards.net/thread/2998>

[11-1] Colorful hell updated to 0.99
<https://forum.zdoom.org/viewtopic.php?p=1231269#p1231269>

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OCTOBER 2022

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[10-28] Doom 64: Ethereal Breakdown is out
<https://www.doomworld.com/forum/topic/132113>

[10-22] Infested episode 2 released
<https://forum.zdoom.org/viewtopic.php?t=76655>

[10-22] Sloomer dev cancels development
<https://buxomdev.itch.io/sloomer/devlog/437072/end-of-development>

[10-18] Latest Doom Unity addon: Harmony
<https://twitter.com/bethesda/status/1582413888532156416>

[10-17] Perfect Dark is now 100% decompiled and recompiled
<https://twitter.com/Graslu00/status/1581744350249521153>

[10-14] Corruption Cards updated to 4.2
<https://forum.zdoom.org/viewtopic.php?t=67939>

[10-11] First anniversary of REKKR: Sunken Land
<https://twitter.com/RevaeRavus/status/1579872132447600641>

[10-11] Sorrow updated to 1.1
<https://redead-ita.itch.io/sorrow/devlog/438130/11-update>

[10-10] Doom Master Wadazine #19 is out
<https://www.doomworld.com/forum/topic/131804>

[10-10] Chasm: The Rift available on Steam & GOG
<https://store.steampowered.com/app/2061230/>

[10-6] Chocolate Descent got a new release
<https://github.com/InsanityBringer/ChocolateDescent/releases/tag/v0.3-beta>

[10-3] Apotheosis X for Marathon released
<https://www.moddb.com/mods/apotheosis-x>

[10-2] Anon shares a Vela Pax inspired map
<https://www.doomworld.com/forum/topic/131640>

[10-2] AMC Squad E4 released
<https://www.moddb.com/games/the-amc-tc/downloads/amc-squad-v4-episodes-123-and-4>

[10-1] Giftmarcher updated and released his Quake 2 map on moddb
<https://www.moddb.com/games/quake-2/addons/drilling-station-161>

[10-1] DBP52: Havoc In Creation is out
<https://doomer.boards.net/thread/2978>

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SEPTEMBER 2022

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[9-29] Quake Brutalist Jam released
<https://www.slipseer.com/index.php?resources/quake-brutalist-jam.126/>

[9-29] Beyond Belief added as an add-on for Quake's re-release
<https://twitter.com/Quake/status/1575515128098873344>

[9-24] Woof 10.3.0 released
https://github.com/fabiangreffrath/woof/releases/tag/woof_10.3.0

[9-24] 94 Protons of /vr/ beta release

[9-22] Chasm: The Rift re-release demo is out
<https://twitter.com/generalarcade/status/1572950988075532289>

[9-21] New Babel update
<https://datanon.itch.io/babel/devlog/430682/very-minor-update>

[9-17] Chasm: The Rift re-release will be available on Steam & GOG in Oct 10th

[9-17] Rise of the Triad: Ludicrous Edition revealed at Realms Deep 2022
<https://youtu.be/OqDedfEgprs>

[9-17] Chris Vrenna's interview about Quake's soundtrack
<https://slayersclub.bethesda.net/en/article/qqY4QYqIY2FAV1mki9O2j>

[9-16] Inter-doom 6.0 released on its 6th anniversary
<https://www.doomworld.com/forum/post/2545130>

[9-14] 2022: A Doom Odyssey public beta released
<https://www.doomworld.com/forum/topic/131349>

[9-13] Goldeneye 64 is coming to Xbox game pass
<https://youtu.be/zT310aJNdSA>

[9-11] Hexen 2 has its 25th anniversary
<https://twitter.com/kotolout/status/1568917177713197057>

[9-10] Daikatana source code leaked
<https://archive.org/details/daikatana-src-collection>

[9-10] Wolfenstein: Enemy Territory now has official dedicated servers
<https://slayersclub.bethesda.net/en/article/85eGeGTxfwazJiETVtPi9/>

[9-3] Crispy Doom 5.12.0 is released
<https://github.com/fabiangreffrath/crispy-doom/releases/tag/crispy-doom-5.12.0>

[9-2] The AMC Squad Episode Four Trailer released
https://youtu.be/ei2_ROIJAiw

[9-1] Babel gets its biggest update
<https://datanon.itch.io/babel>

[9-1] DBP51: Deadly Ritual is out now!
<https://doomer.boards.net/thread/2960/deadly-ritual>

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AUGUST 2022

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[8-31] August progress for DNF2001 Restoration Project
<https://www.moddb.com/mods/dnf2001-restoration-project/news/august-update32>

[8-31] Realms Deep 2022 announced
<https://twitter.com/3DRealms/status/1565052582153920515>

[8-31] Anon shares orthographic voxel caching demonstration
<https://youtu.be/dw10zm8Kk00>

[8-27] Nirvana interviews Ribbiks
<https://youtu.be/zgW4Kqkfpbs>

[8-27] Corruption Cards is updated to 4.0
<https://www.moddb.com/mods/corruption-cards/downloads/corruption-cards-40>

[8-26] Frantik DM 2 - New 32 Map FFA Deathmatch MegaWAD
<https://www.doomworld.com/forum/topic/131049>

[8-25] XBAND Multiplayer from Doom SNES working!
<https://youtu.be/Z89BinL0tAI>

[8-23] Photos from planned FMV scenes for 3DO Doom released
<https://twitter.com/burgerbecky/status/1561827633217912836>

[8-18] Threewave Capture the Flag and Rubicon 2 added to Quake remaster
<https://steamcommunity.com/games/2310/announcements/detail/3337750462906016220>
<https://twitter.com/bethesda/status/1560297992841732096>

[8-18] Various id games on PC Game Pass
<https://twitter.com/Wario64/status/1560305065683865600>

[8-18] Trailer for Chasm: The Rift, confirmed to be on GOG and Steam
<https://www.youtube.com/watch?v=KjPqHQpiq1A>

[8-18] Revolution added to DOOM 2, also interview.
<https://slayersclub.bethesda.net/en/article/6BZ4kXCNDikWq0C4gBtyRy/nods-to-mods-interview-revolution>

[8-17] GOG versions of Doom now offer re-release ports
<https://twitter.com/GOGcom/status/1559903276094656513>

[8-17] Voxel Doom is out
<https://www.moddb.com/mods/doom-voxel-project/addons/voxel-doom>

[8-12] The guidelines for the Quake 2 25th anniversary collaborative UNIT is here!
<https://twitter.com/Colonthreee/status/1558056148795887618>

[8-12] Quakespasm-Spiked has been updated
<https://fte.triptohell.info/moodles/qss/>

[8-11] Circadian Offset released
<https://www.moddb.com/mods/circadian-offset-full-release/news/circadian-offset-full-release>

[8-10] Various id games and their expansions are being merged into one install package on Steam
<https://steamcommunity.com/games/2280/announcements/detail/3370400926531461244>

[8-8]Coppertone Summer Jam 2 for Quake released(Copper for Quake required)
<https://www.slipseer.com/index.php?resources/coppertone-summer-jam-2.103/>

[8-8]The Quake 2 25th anniversary collaborative UNIT is here and open for submissions!
<https://twitter.com/Colonthreee/status/1556598386110906369>

[8-6]Nostalgia a 32 map megawad was released
<https://www.doomworld.com/forum/topic/130681-nostalgia-rc1-32-maps-doom-2-format>

[8-4]Giftmarcher releases a surprise Quake 2 map: The Drilling Station 161
<https://leray.proboards.com/thread/4171/new-q2-sp-map>

[8-4]Lex Fridman interviews John Carmack for 5 hours
<https://youtu.be/l845057ZSy4>

[8-4] Doom Wad Archive is shutting down
<https://www.doomworld.com/forum/topic/130650>
<https://archive.org/details/wadarchive> Archive Backup

[8-3]2 new tools released for BUILD game Legend of the Seven Paladins
<https://gitlab.com/build-engine/lotspe> The Extracter
<https://gitlab.com/build-engine/lotspp> The Packer

[8-1] DoomerBoards released Emerald City, a 15 map episode
<https://doomer.boards.net/thread/2929/emerald-city-rc1>

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JULY 2022

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[7-31] DNF 2001 gets an update
<https://www.moddb.com/mods/dnf2001-restoration-project/news/july-update30>

[7-30]Jazz Jackrabbit TC episode 3 released
<https://www.moddb.com/mods/jazz-jackrabbit-doom-tc/downloads/ultimatejjdep3>

[7-29]Retroblazer, an old DarkPlaces FPS project is back
<https://www.indiedb.com/games/retroblazer>

[7-27]Quakewulf working a Quake 2 25th anniversary project, everyone can join.
<https://twitter.com/Colonthreee/status/1552412189520273408>

[7-22] Preview release of Infernal Immolation by BananaDemon
<https://retrofps.boards.net/thread/22/wip-infernal-immolation-replacement-vanilla>

[7-22] Randomizer for Build Engine games
<https://twitter.com/BuildEnginePics/status/1550276500628324352?s=19>

[07-22] Chasm: The Rift re-release coming in October
https://store.steampowered.com/app/2061230/Chasm_The_Rift/

[07-22] La Tailor Girl updated to 1.85
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&start=465#p1225191>

[07-18] Woof! version 10.1.0
https://github.com/fabiangreffrath/woof/releases/tag/woof_10.1.0

[07-17] Ramp 2022 has been released.
<https://www.doomworld.com/forum/topic/129564>

[07-17] DoomRPG data reading tool released
<https://github.com/anarkavre/drpgu>

[07-16] Summer of Slaughter released, 38 map long slaughter WAD
<https://www.doomworld.com/forum/topic/130311>

[07-16] VPD-MonsterRandomizer updated

<https://www.doomworld.com/forum/topic/106432>

[07-16] Baphomet's Entryway, a map designed for MetaDoom
<https://forum.zdoom.org/viewtopic.php?f=42&t=75938>

[07-16] Quake Injector 2.0 is out
<https://twitter.com/quaddicted/status/1548250418622255105>

[07-15] Copper updated to 1.19
https://www.quaddicted.com/reviews/copper_v1_19.html

[07-13] New Adventures of Square WAD
<https://www.doomworld.com/forum/topic/130277>

[07-12] Improvisation by Darsycho
<https://darsycho.itch.io/improvisation>

[07-12] Hordamex announced
<https://youtu.be/WYdTa9UXXj0>

[07-12] Cutmanmike makes a vanilla map
<https://www.doomworld.com/forum/topic/130209>

[07-12] Doom Refired demo released
<https://www.doomworld.com/forum/topic/128420>

[07-11] Solar Struggle is released on idgames.
<https://www.doomworld.com/idgames/levels/doom/Ports/megawads/sstruggle>

[07-08] New Quake hub for mods and things
<https://www.slipseer.com/index.php>

[07-07] Black Mesa Demake demo for HL1
<https://www.moddb.com/mods/bm-classic/news/black-mesa-classic-we-got-hostiles-demo-is-out>

[07-05] New Serious Sam patch
<https://dreamycecil.itch.io/sam-exe-patch>

[07-05] Anon shares his punch sprite fix for Doom
<https://files.catbox.moe/ptqfk2.zip>

[07-01] vkquake 1.20.1 released
<https://github.com/Novum/vkQuake/releases/tag/1.20.1>

[07-01] Sonic Mayhem is releasing a vinyl

[07-01] DBP49 is out
<https://www.doomworld.com/forum/topic/130049>

[07-01] Quake 4 hinted to have a remaster
<https://news.xbox.com/en-us/2022/06/30/join-the-quake-4-xbox-insider-preview/>

[07-01] Sonic Mayhem Is teasing a Quake 2 Announcement
<https://twitter.com/quakecomposer/status/1542567262338527232>

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JUNE 2022

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[06-30] vkquake 1.20.0 released
<https://github.com/Novum/vkQuake/releases/tag/1.20.0>

[06-27] GZDoom 4.8.1 is out, reintroducing the console scaling feature and fixing some bugs
<https://github.com/coelckers/gzdoom/releases/latest>

[06-27] Nugget-Doom released, adding a bunch of QoL/casual features on top of Woof! 10.0.3
<https://github.com/MrAlaux/Nugget-Doom/releases/latest>

[06-26] Demon Throne 3.0 is out
<https://www.moddb.com/games/wgrealms-2>
<https://www.youtube.com/watch?v=VevjVqsgBII>

[06-24] Semi-public release for Unreal 227j patch
<https://www.oldunreal.com/phpBB3/viewtopic.php?f=51&t=10395>

[06-24] TrenchBroom 2022.1 released
<https://github.com/TrenchBroom/TrenchBroom/releases/tag/v2022.1>

[06-21] Anon shares a Plutonia WAD
<https://www.doomworld.com/forum/topic/129897>

[06-20] Hands of Necromancy released on Steam
<https://store.steampowered.com/app/1898610>

[06-18] Woof! 10.0 released
<https://www.doomworld.com/post/2509207>

[06-16] Altars of Madness released.
<https://www.doomworld.com/forum/topic/129616>

[06-15] Shamus Young passed away from cardiac arrest
<https://www.doomworld.com/forum/topic/129781>

[06-11] The Force Engine 1.0 beta is almost done with hardware rendering
<https://twitter.com/DF21net/status/1535642950939574277>

[06-11] Pico Doom updated to 1.5
<https://youtu.be/WORdFS8nU9k>

[06-10] Duke Nukem movie in the works
<https://www.hollywoodreporter.com/movies/movie-news/duke-nukem-movie-1235162997>

[06-09] SLOOTER is now in early access
<https://buxomdev.itch.io/slooter>

[06-08] La Tailor Girl updates to 1.83
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&p=1221327#p1221327>

[06-07] GZDoom 4.8.0 Released
<https://forum.zdoom.org/viewtopic.php?f=1&t=75532>

[06-06] Turok 2+ mod released, extensive revamp for Turok 2
<https://youtu.be/snx0QopGr-8>

[06-04] Quakewulf releases a map for Quake 2
<https://quakeulf.suxos.org/3d/maps/back4good.zip>

[06-03] RAMP 2022 announced
<https://www.doomworld.com/forum/topic/129564>

[06-03] Action Quake is now free on steam
<https://store.steampowered.com/app/1978800/AQtion/>

[06-02] JPCP2 has been announced
<https://www.nicovideo.jp/watch/sm40533066>

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MAY 2022

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[05-30] 400 Minutes of /vr/ is on idgames

[05-28] Pandemonia 2.2 released
<https://forum.zdoom.org/viewtopic.php?f=43&t=60984>

[05-26] Halo Doom: Evolved season 2 released officially
<https://youtu.be/-sXI0uBU-qQ>

[05-26] Ante Mortem episode 1 released.
<https://www.doomworld.com/forum/topic/129400>

[05-19] Anon shares his MBF21 map
https://mega.nz/file/1pVgibhT#nWJi3R78FvZXgw8JCO_JJNJoKXuTAWOiUeUAQVmpPNow

[05-18] The Force Engine 0.9 released
<https://theforceengine.github.io/downloads.html>

[05-17] Cancelled 40k FPS game released
<https://swordandtorchinn.blogspot.com/p/download-links.html>

[05-16] TrenchBroom updated to 2022.1-RC1
<https://github.com/TrenchBroom/TrenchBroom/releases/tag/v2022.1-RC1>

[05-13] John Romero is publishing an autobiography.
<https://romero.com/shop/p/doomguy>

[05-09] DNF2001 leak is released
>>>/v/598471840 Duke is finally free!

[05-04] The Force Engine 0.9 release imminent
<https://github.com/luciusDXL/TheForceEngine>

[05-04] Fartyguns 1.0 released
<https://www.moddb.com/mods/poop-fartyguns>

[05-01] DBP47: Dreamcatcher Apparatus is out now!
<https://doomer.boards.net/thread/2603/>

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APRIL 2022

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[04-27] Ad Mortem updated to 4.2
<https://mega.nz/folder/e7Al3RyJ#5wvEjr9AupzvZzTcYDqFzg>

[04-26] Wolfenstein: Enemy Territory free on steam
<https://twitter.com/Wario64/status/1519002548891312129>

[04-26] Anon releases his Doom engine game!
<https://redead-ita.itch.io/sorrow>

[04-26] Anon shares a guide on voxels for Doom
<https://youtu.be/Bcd3JXKG9Ro>

[04-22] Violent Rumble got updated

[04-20] Kex Quake's QC source got released, which includes DotM as well as the other expansions
<https://github.com/id-Software/quake-rerelease-qc>

[04-17] Doom 2 UV-Speed TAS completed in 9:42
<https://youtu.be/MzuJCMV4sK8>

[04-15] Reelism 2 v1.0 is released.
<https://forum.zdoom.org/viewtopic.php?p=1217383#p1217383>

[04-13] Anon shares a WIP Quake texture pack
<https://drive.google.com/file/d/1RWhHOpsiEmgzWeb6CQOunImcvdTD1J91/view?usp=sharing>

[04-12] Arrival was added to the Unity port.
<https://twitter.com/bethesda/status/1513913950957711365>

[04-12] Modest Mapping 2 WAD finally officially released
<https://www.doomworld.com/forum/topic/120097>

[04-11] CountryCide, a prequel episode to TrenchFoot released
<https://www.moddb.com/mods/trench-foot-wip/downloads/countrycide>

[04-11] KMquake2 got a new update
<https://leray.proboards.com/thread/4160/new-kmq2-test-build-2022?page=1&scrollTo=31231>

[04-09] Wheel of Time got a GOG re-release
https://www.gog.com/game/the_wheel_of_time

[04-07] DBP46: Monuments of Mars 2 is out
<https://doomer.boards.net/thread/2527/>

[04-05] New nodebuilder called VigilantBSP gets its first release
<https://doomer.boards.net/thread/2537/>

[04-03] Anon's H TC Sooter has a demo out!
<https://buxomdev.itch.io/sooter>

[04-03] doom.gay got registered as a domain
<https://www.doomworld.com/forum/topic/128387-so-i-just-registered-the-domain-doomgay/?tab=comments#comment-2475963>

[04-02] Anon's Doom 64 Map Jam has a demo out
<https://www.doomworld.com/forum/topic/128386>

[04-01] The Rumble Pak for Doom 64 released
<https://www.doomworld.com/forum/topic/126183>

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MARCH 2022

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[03-29] Retro Jam 7 for Quake is now available
https://twitter.com/ABrut_us/status/1508930000614998017

[03-29] TERRA added to Quake remaster addons
<https://twitter.com/Quake/status/1508835203678150665>

[03-28] TNT2 Beta is out
<https://www.doomworld.com/forum/post/2473707>

[03-24] Wadazine extras debut
<https://wadazine.com/portofolio-extras/>

[03-21] Doom 64 Revenant is done
<https://forum.zdoom.org/viewtopic.php?f=37&t=68009>

[03-18] Huge collection of converted textures for Serious Sam mapping
<https://drive.google.com/file/d/10n2GrJ-LrB7Az1aw4fstZUviC8uN5XfD/view?usp=sharing>

[03-18] Deus Vult II confirmed still in the works, targetting Doom's 30th anniversary for E1 release
<https://www.doomworld.com/forum/post/2469298>

[03-13] Quake 2 hi-res pack final release
<https://www.moddb.com/mods/turoktirol/addons/oblivion-for-quake-2-hi-res-texture-pack>

[03-12] Powerslave patch and editor released
<https://twitter.com/SVKaiser/status/1502729607363051522>

[03-07] Q3Rally v0.4 released
<https://www.q3rally.com/2022/03/02/q3rally-v0-4-is-out/>

[03-05] Elementalism Phase 1 released
<https://www.doomworld.com/forum/topic/100102>

[03-04] Chocolate Descent gets a beta release
<https://github.com/InsanityBringer/ChocolateDescent/releases/tag/v0.1-beta>

[03-03] Anon finishes The 10x10 Project
<https://www.doomworld.com/forum/topic/125783-the-10x10-project-complete-cl9/>

[03-03] Underground Dungeon begins Serious Sam TSE mapping jam

[03-03] John Romero releases a new WAD
<https://cdn.discordapp.com/attachments/727328864489046110/948764939949072394/one-humanity.zip>

[03-02] LOLAttack: every monster uses every attack
<https://forum.zdoom.org/viewtopic.php?f=43&t=74802#p1214275>

[03-01] DBP45: Vrack Botanicals is out now
<https://doomer.boards.net/thread/2462/vrack-botanicals>

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FEBRUARY 2022

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[02-28] Dark Forces launcher released, supports mouselook and downloading
<https://df-21.net/?post=57>

[02-25] Quake 2 Oblivion upscaled texture pack released
<https://www.moddb.com/games/quake-2/addons/oblivion-upscaled-texture-pack>

[02-24] DOOM 64 re-release updated
<https://steamcommunity.com/games/1148590/announcements/detail/3088910094673350021>

[02-24] Automap Quake released.
<https://jaycie.erysdren.me/quake/automap/>

[02-24] The Bikini Bottom Massacre for Doom released
<https://www.doomworld.com/forum/topic/127189>

[02-19] The Zaero hi res tileset pack to complement the existing one is out
<https://www.moddb.com/mods/zaero/addons/zaero-for-quake-2-hi-res-texture-replacement-pack>

[02-18] Samsara Reincarnation released, a refactor of Samsara and Extra Heroes
<https://forum.zdoom.org/viewtopic.php?f=43&t=74652>

[02-16] Quake 4 in Quake 2 demake released
<https://www.dsogaming.com/mods/quake-4-in-quake-2-demake-is-now-available-for-download/>

[02-14] La tailor girl updated to 1.8
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343>

[02-12] Co-op arrows mod for Zandronum
<https://zandronum.com/forum/viewtopic.php?f=58&t=10520>

[02-10] Powerslave Exhumed trailer dropped
<https://youtu.be/PzaWiD-tjMI>

[02-09] Doom Shinobi releases February 13th
<https://youtu.be/6ec6FHhHDII>

[02-09] Underdark Overbright (with Copper) added to the Nightdive Quake port
<https://twitter.com/Quake/status/1491464634913763331>

[02-07] DBP43: Japanese Valentines is out now
<https://doomer.boards.net/thread/2432/japanese-valentines>

[02-01] /vr/ Mondo Project announced
<https://desuarchive.org/vr/thread/8573823/#8584531>

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JANUARY 2022

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[01-30] John W. Galt has passed away
<https://twitter.com/E1M1magazine/status/1487866897551044608>

[01-30] ModOhFun! 3.4 - Released
<https://darsycho.itch.io/modohfun/devlog/340835/modohfun-34-released>

[01-29] Doom Delta version 2.4.0b released
<https://forum.zdoom.org/viewtopic.php?p=1211719#p1211719>

[01-29] GZDoom engine Beyond Sunset demo released
<https://metacorp.itch.io/beyond-sunset>

[01-28] Powerslave/Exhumed is coming February 10
<https://twitter.com/SVKaiser/status/1486906914017583108>

[01-26] Romero's doing a post-mortem for Wolfenstein 3D at GDC
<https://www.gdconf.com/news/john-romero-presents-wolfenstein-3d-postmortem-gdc-2022>

[01-23] EXODUS for doom released
https://youtu.be/YI6EV7_cv6l

[01-23] GZDoom engine FPS Mala Petaka demo released
<https://youtu.be/SHK3lv71jpY>

[01-22] Blood 2 developer disc found
<https://twitter.com/benmcoleman/status/1483182402847473665>

[01-21] ROTT Remaster delayed to this year, now being published by Apogee
<https://www.gamespress.com/en-US/Apogee-Entertainment-Publishing-Rise-of-the-Triad-Remastered-on-PC-Con>

[01-18] Microsoft has acquired Activision Blizzard and now owns Heretic and Hexen, among others

[01-17] Laser Justice, a classic shmup inspired mod for Doom
<https://forum.zdoom.org/viewtopic.php?f=43&t=74458>

[01-15] E[X]tended Mapedit for Blood released
<https://twitter.com/BloodHispano/status/1482438772285489164>

[01-14] RC1 of PRCP2 has been released
<https://www.doomworld.com/forum/topic/119628>

[01-13] OCCULA.WAD, new slaughter mapset by bemused and tourniquet
<https://www.doomworld.com/forum/topic/126833>

[01-12] FutureShock32 back in development
<https://desuarchive.org/vr/thread/8511305/#8512626>

[01-10] Func_msgboard announces a new jam. Theme: AI. Deadline, February 10th
https://www.celephais.net/board/view_thread.php?id=62137

[01-04] Doom It Yourself - looking for mappers (MBF21, color limits)
<https://www.doomworld.com/forum/topic/126692>

[01-03] Shades of Azure - 12 short, blue maps
<https://www.doomworld.com/forum/topic/126633>

[01-02] Half-Life ray traced in development by the author of Serious Sam ray traced
<https://youtu.be/SsteDE8h6jc>

[01-02] Doom 2 from memory release
<https://www.doomworld.com/forum/topic/126634>

[01-01] e2m1 remake
<https://www.doomworld.com/forum/topic/126594-e2m1-deimos-anomaly-remake/>

[01-01] Mechadon blog post about Supplice
<https://mekworx.the-powerhouse.net/2021/12/31/this-is-a-post-about-supplice/>

[01-01] The Victors is out in russian and english on moddb after 12 years in development hell

<https://www.moddb.com/mods/the-victors>

[01-01] Leaked achievements for possible Goldeneye rerelease/remaster
<https://www.trueachievements.com/game/GoldenEye-007/achievements>

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DECEMBER 2021

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[12-27] 13 minutes of Quake-related updates for 2022
<https://www.youtube.com/watch?v=ARsN0xldnys>

[12-27] Exorcist for Hexen
<https://www.moddb.com/mods/exorcist/downloads/exorcist-full-version>

[12-25] DBP43: Christmas In Inferno is out now:
<https://doomer.boards.net/thread/2365/christmas-inferno>

[12-24] Alien Vendetta MIDI pack announced
<https://www.doomworld.com/forum/topic/126485-alien-vendetta-midi-pack-releasing-soon/>

[12-23] RC1 of Ozonia is out
<https://www.doomworld.com/forum/topic/103371-rc1-out-ozonia-megawad-boom/>

[12-22] Mars3D now has a sourceport
<https://www.doomworld.com/forum/topic/126060-mars3d-source-port-of-the-game-%E7%B5%82%E6%A5%B5%E6%88%B0%E5%A3%AB-mars-the-ultimate-fighter/>

[12-22] xGreed sourceport updated
<https://www.doomworld.com/forum/topic/115331-xgreed-source-port-of-the-game-in-pursuit-of-greed/>

[12-21] Quake 2022 Preview, includes Dwell Episode 2
<https://youtu.be/ARsN0xldnys>

[12-19] Elementalism Phase 1 Trailer
<https://youtu.be/wtpqv2YmSb4>

[12-16] Hell's Christmas, monster pack for GZDoom.
<https://forum.zdoom.org/viewtopic.php?f=43&t=74168>

[12-16] R-Type themed Doom mod teaser
<https://www.youtube.com/watch?v=szR9xWcg1U4>

[12-14] Sunder map20 released
<https://www.doomworld.com/forum/topic/46002-sunder-map20-appears-finally/>

[12-14] Xmas Jam 2021 released
<https://www.moddb.com/mods/arcane-dimensions/addons/xmasjam2021>

[12-12] Zandronum 3.1 is out
<https://zandronum.com/forum/viewtopic.php?f=8&t=10437>

[12-11] Retroquad 0.10.0 is out, last release of the year
<https://twitter.com/mankrip/status/1469681148880109573>

[12-10] Patchwork has been canceled

[12-10] Russian Immanuel Kant Baltic Federal University team present neurointerface, plays Doom with it
<https://iz.ru/1262055/2021-12-09/kaliningradskie-uchenyje-nauchilis-chitat-mysli>

[12-09] Jonathan's Arcade Mapping Project #1 released
<https://www.doomworld.com/forum/topic/126184>

[12-09] Doom Mod Collection got a big update
<https://rutracker.org/forum/viewtopic.php?t=5755611>

[12-08] BuildGDX v1.16 released
<https://m210.duke4.net/>

[12-06] The Force Engine updated to 0.8
<https://www.doomworld.com/forum/topic/114497-the-force-engine-jedi-engine-portreplacement/>

[12-05] Lee Jackson is now taking musical commissions
<https://dleejackson.lbjackson.com/commissions/>

[12-02] Bethesda Quake port updated, added Horde Mode
<https://store.steampowered.com/news/app/2310/view/3102414008261877214>

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NOVEMBER 2021

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[11-30] Zerostorer: Dead Zone released
<https://www.youtube.com/watch?v=yY-6j1jdzDU>

[11-29] Doom 64 25th Anniversary CP announced
<https://www.doomworld.com/forum/topic/126015-doom64-25th-anniversary-community-map-jam/>

[11-23] Alkaline 1.1 for Quake released
<https://www.quaddicted.com/forum/viewtopic.php?id=989>

[11-22] Anon starts a Doom server for oblige maps
<http://dailydoommap.org/>

[11-21] RTCW: The Victors resurfaces with a trailer
<https://www.youtube.com/watch?v=WMSN9ZkY8Mk>

[11-21] id1 Quake maps converted to Valve format
https://toolness-media.s3.amazonaws.com/quake/trenchbroom_quake_map_source.zip

[11-19] Organ Grinder is tomorrow
<https://twitter.com/tastyspleentv/status/1461838043531390983>

[11-19] New TFE release: 0.7 - Core Game Loop completed
<https://theforceengine.github.io/2021/11/18/cgl-release.html>

[11-16] high-performance OpenGL4 fork of Quakespasm:
<https://github.com/andrei-drexler/quakespasm/releases>

[11-15] Anon releases 10x10 project
<https://www.doomworld.com/forum/topic/125783-the-10x10-project-part-one-boom/>

[11-15] <https://youtu.be/unE7wt3ZcH0>
High resolutions and wide-screen enabled Dark Forces source port bud is live

[11-11] Mayhem Mansion update
<https://darsycho.itch.io/mayhem-mansion/devlog/313417/omg-130>

[11-10] <https://www.moddb.com/mods/jazz-jackrabbit-doom-tc>
Jazz Jackrabbit Doom EP1 released

[11-08] <https://theforceengine.github.io/downloads.html>
The Force Engine Builds are up and getting updated regularly.

[11-08] <https://www.doomworld.com/forum/topic/111024-psydoom-083-psx-doom-port-reverse-engineered-for-pc>
Work on PsyDoom has stopped

[11-06] <https://www.doomworld.com/forum/topic/125606-the-unmaking-remade-for-the-official-doom-64-pc-port-plus-7-new-maps>
The UnMaking can be played on the official D64 port

[11-02] Treasure Tech 1.2 is here!
<https://forum.zdoom.org/viewtopic.php?f=43&t=66995>

[11-01] Bloom released
<https://www.moddb.com/mods/bloom-doomblood-crossover>

[11-01] Doom Master Wadazine Issue #15 released
<https://drive.google.com/file/d/1pLxhrUPrynJpdWu0MknhTfylr3Sec68-/view>

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OCTOBER 2021

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[10-31] Halloween Jam 4 Is Out
https://celephais.net/board/view_thread.php?id=62113

[10-30] Ray Mohawk 2 is out
<https://www.doomworld.com/forum/topic/125466-ray-mohawk-2-released-build-31-10-21-come-and-get-it/>

[10-30] Ad Mortem formally released

[10-26] Gehena, a limit removing episode for Doom 1
<https://www.youtube.com/watch?v=VKx2E1tyvV4>

[10-26] IkaDoom released, an Ikaruga styled gameplay mod
<https://www.doomworld.com/forum/topic/125392-ikadoom-ikaruga-in-doom/>

[10-24] Grezzo Two 2 demo is out
<https://www.youtube.com/watch?v=JJ4Lu8pBBx0>

[10-23] The Space Pirate has a playable demo now
<https://www.bluevertigo.org/thespacepirate>

[10-22] Ashes 2063 Episode 2 has been released
<https://forum.zdoom.org/viewtopic.php?f=19&t=69612>

[10-22] Fractured Worlds now available
<https://www.doomworld.com/forum/topic/125253-fractured-worlds-version-13/>

[10-22] GZDoom updated to 4.7.1
<https://forum.zdoom.org/viewtopic.php?f=1&t=73631>

[10-19] Golden Souls 1 Remastered now available
<https://batandy.itch.io/goldensouls>

[10-18] Doom 32X Resurrection, a romhack replacing the engine
<https://www.romhacking.net/hacks/6269/>

[10-17] Ashes 2063 Episode 2 to be released on 22nd of October(remove this news when its released)
<https://forum.zdoom.org/viewtopic.php?f=19&t=69612&start=375#p1202447>

[10-15] luciusDXL Released Some The Force Engine gameplay for Dark Forces
<https://www.youtube.com/watch?v=aOnNjCdsswM>

[10-13] Quakewulf is making another Quake 2 Map with Brutalist art
<https://twitter.com/Colonthreee/status/1448404640220000256>

[10-11] REKKR: Sunken Land released
https://store.steampowered.com/app/1715690/REKKR_Sunken_Land/

[10-09] Temporal Tantrum hotfix
http://drive.google.com/file/d/1xA3xJpDECRW40sq_3YZfqoky9MhDZ87U/view?usp=sharing

[10-08] Dario Casali is playing Doom again
<https://www.doomworld.com/forum/topic/125038-playing-through-punish2wad-28-years-after-making-it/>

[10-07] Aliens Eradication TC 2.0 is out
<https://www.moddb.com/mods/aliens-eradication-tc/news/aliens-eradication-tc-20-releajtwpdse>

[10-7] Quake steam release update
<https://store.steampowered.com/news/app/2310/view/2943653788150871155>

[10-7] Ion Fury updated to 2.0

<https://store.steampowered.com/news/app/562860/view/3020218154028769491>

[10-6] Doom runs on TempleOS

<https://itrunsdoom.tumblr.com/post/664254099550863360/templeos-yeah-it-runs-doom-if-you-dont-know>

[10-2] Unfinished BURL TUMD build released

<https://drive.google.com/file/d/1SCj8rKbSg1q34af5Z2RHKUJVKiY4Bnyo/view?usp=sharing>

[10-1] Supplice has a demo on Steam

<https://store.steampowered.com/app/1693280/Supplice/>

[10-1] Quake 2 weapons for Quake 1

<https://www.quaddicted.com/forum/viewtopic.php?pid=5521>

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SEPTEMBER 2021

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[9-27] Atmospheric Extinction released

<https://www.doomworld.com/forum/topic/124790-atmospheric-extinction-a-boom-mapset-beta-release/>

[9-22] SWWM GZ 1.1.9 Released

<https://forum.zdoom.org/viewtopic.php?f=43&t=67687>

[9-22] Quake 2 intro remade

<https://www.youtube.com/watch?v=5TqxPdLSP-w>

[9-22] GZDoom 4.7.0 released

<https://forum.zdoom.org/viewtopic.php?f=1&t=73398>

[9-22] Colourful Hell updated to 0.98

<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&start=870#p1200956>

[9-22] Haste, 17 maps by Insane_Gazebo, Ribbiks and Scotty.

<https://www.doomworld.com/forum/topic/124700-haste-%E2%80%93-17-short-challenging-boom-maps-from-difficult-to-slaughter/>

[9-21] All idtech 1 games are now widescreen supported

<https://twitter.com/NashMuhandes/status/1440347815977259013>

[9-15] Thatcher's Techbase announced

<https://twitter.com/letshugbro/status/1438110445613760513>

[9-13] GOG has added a bunch of Star Trek games to it's catalog

<https://www.gog.com/partner/startrek>

[9-12] Temporal Tantrum (Test Version 3) is now out

<https://youtu.be/VXxCe8zvJXY>

[9-09] Serious Sam classic games get the (unofficial) ray tracing treatment

<https://github.com/sultim-t/Serious-Engine-RT/releases>

[9-09] Doomuniverse opens, a new forum for doom related things

<https://doomuniverse.com/>

[9-07] Rainbow Six mod that combines all classic R6 games into one

<https://www.moddb.com/mods/rainbow-six-black-ops-20/downloads/rainbow-six-black-ops-20-release>

[9-05] Quakespasm 0.94 out, fully supporting DotM

<http://quakespasm.sourceforge.net/Quakespasm.html#s5>

[9-05] Dread demo released

<https://youtu.be/Zxh01ZCOZ-M>

[9-04] Alkaline Jam released

https://www.celephais.net/board/view_thread.php?id=62095

[9-03] Hedon 2 has been released as an update to the original for those who have it on Steam

https://store.steampowered.com/app/1072150/Hedon_Bloodrite/

[9-02] Dege is restoring the ATI TruForm tessellation renderer for DgVoodoo2
<https://www.vogons.org/viewtopic.php?f=59&t=83037>

[9-02] DBP39: Carnage Oasis is out
<https://doomer.boards.net/thread/2271/carnage-oasis>

[9-02] vkquake 1.11.0 released
<https://github.com/Novum/vkQuake/releases/tag/1.11.0>

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AUGUST 2021

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[9-01] Crusadoom, a Crusader inspired mod for Doom
<https://www.moddb.com/mods/crusadoom>

[8-31] FTE now fully supports DotM
<https://quakeone.com/forum/quake-talk/quake-central/283211-quake-enhanced-is-out-now?p=283384#post283384>

[8-25] New KMQ2 test build
<https://leray.proboards.com/thread/4108/new-kmq2-test-version-2021>

[8-23] Tastyspleen and jehar to interview Philnemba tomorrow
<https://twitter.com/tastyspleentv/status/1429935692021477379>

[8-23] WRATH is confirmed delayed
<https://store.steampowered.com/news/app/1000410/view/2948156118200289059>

[8-22] Doom Master Wadazine now has a website
<https://wadazine.com/2021/08/our-new-endavor-the-wadazine-com/>

[8-21] Bratwurst: Recooked released
<https://youtu.be/6zHGcS50-3Q>

[8-20] Quake Speedmap pack 213 is out, themed around low gravity
https://www.celephais.net/board/view_thread.php?id=62087

[8-20] Killer5 makes some MBF21 maps
<https://www.doomworld.com/forum/topic/124007-zzul-bases-four-easy-to-very-hard-mbf21-maps/>

[8-19] From Doom With Love (dsda-doom fork) has now gone public.
<https://www.doomworld.com/forum/topic/123998-from-doom-with-love-experimental-dsda-doom-fork/>

[8-19] Quake gets a modern port and update!
<https://twitter.com/Wario64/status/1428403921438101515>

[8-16] Two new powerslave maps released
<https://www.moddb.com/games/powerslave/addons/temple-of-the-fire-and-the-water>
<https://www.moddb.com/games/powerslave/addons/forgotten-sanctuary>

[8-14] Age of Hell Demo released
<https://hellforge-studios.itch.io/the-age-of-hell>

[8-12] Quake Enhanced Edition TBA
<https://xboxera.com/2021/08/12/a-revitalized-edition-of-quake-to-be-announced-at-quakecon-per-the-now-scrubbed-description-of-t-he-lets-talk-quake-event/>

[8-12] DOOM Retro updated to 4.2
<https://www.doomretro.com/>

[8-11] Anon releases a map, BigDill.wad
<https://www.doomworld.com/forum/topic/123839-bigdillwad-a-tricky-tech-base-two-streets-south-of-hell/>

[8-10] Crispy Doom updated to 5.10.2
<https://github.com/fabiangreffrath/crispy-doom/releases/>

[8-10] Action Doom 2: Urban Brawl Reloaded released

<https://www.doomworld.com/forum/topic/123821-action-doom-2-urban-brawl-reloaded/>

[8-09] Xaser posted an MBF21 showcase mod

<https://www.doomworld.com/forum/topic/123800-wip-vesper-mbf21-showcase-mod/>

[8-09] DSDA-Doom has reached v0.20.0 which adds beta support for Hexen.

<https://www.doomworld.com/forum/post/2364887>

[8-09] Skulltiverse is now on idgames

<https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/skulltiverse>

[8-06] .md2 importing tool for Blender

<https://twitter.com/JoshuaSkelly/status/1423672434331295748>

[8-04] Summer Fun Anon releases a demo

https://www.dropbox.com/s/u7wwd30oawggfm0/Summer_Fun-Demo.zip?dl=1

[8-04] Xim's gzDoom3 for Classic Doom released

<https://forum.zdoom.org/viewtopic.php?f=43&t=72960>

[8-03] DN3DooM has been updated.

<https://forum.zdoom.org/viewtopic.php?f=43&t=67864>

[8-01] DBP 38 is out

<https://doomer.boards.net/thread/2218/chronicles-ghost-town>

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JULY 2021

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[7-30] Vomitorium released on steam

<https://store.steampowered.com/app/1549750/Vomitorium/>

[7-29] Grim Borough released (for chasm: The Rift)

<https://www.moddb.com/games/chasm-the-rift/addons/grim-borough-for-chasm-the-rift>

[7-29] Anon's MIDI Pack updated to v5

<https://www.mediafire.com/file/bcgxwt25qm151xx>

[7-27] Tasyspleen TS500 (Q2 FFA), July 31st

<https://twitter.com/tastyspleentv/status/1420068100335185921>

[7-26] Retroquad 0.6.6 release

<https://twitter.com/mankrip/status/1419811121603698688>

[7-26] KMQuake 2 test build, feedback wanted

<https://leray.proboards.com/thread/4098/new-kmq2-test-version>

[7-26] Doomkid Vanilla Wad Pack Revision XII

<https://www.doomworld.com/forum/post/2356798>

[7-25] DoomWare (like the TF2 plugin) (for Zandronum)

<https://www.youtube.com/watch?v=oRiBYVOPxdl>

[7-25] GZDoom 4.6.1

<https://forum.zdoom.org/viewtopic.php?f=1&t=72879>

[7-25] Dread (Amiga 500 Doom Clone) Ep. 8

<https://www.youtube.com/watch?v=y9fQw1W22i8>

[7-22] Earthless: Prelude on Doom Classic Unity Port, widescreen graphics

<https://www.doomworld.com/forum/topic/120458-earthless-prelude-now-on-doom-classic-unity-port/>

[7-20] Hell Forged Updated to 1.10 beta <https://forum.zdoom.org/viewtopic.php?f=19&t=13397>

[7-19] Realms DEEP Map Jam

<https://twitter.com/3DRealms/status/1417212652858773504>

[7-16] Zone 400, new megawad by Pcorf
<https://www.doomworld.com/forum/topic/123296-zone-400-released-new-32-level-megawad-for-doom-2/>

[7-12] PsyDoom updated to 0.8.0
<https://github.com/BodbDearg/PsyDoom/releases>

[7-12] Marathon: Resurrection (UT TC) updated to v2.5
<https://www.moddb.com/mods/marathon-resurrection>

[7-12] DBK debuts with Dungeon Synths
<https://www.doomworld.com/forum/topic/123189-dbk01-dungeon-synths/>

[7-09] Panzerchasm for Chasm: The Rift updated
<https://www.moddb.com/games/chasm-the-rift/downloads/panzerchasm-03-with-music>

[7-09] Cursed Land for Chasm: The Rift - released
<https://www.moddb.com/mods/cursed-land>

[7-04] Doomworld Mega Project 2021 begins
<https://www.doomworld.com/forum/topic/123058-doomworld-mega-project-2021/>

[7-03] Sigil 2 confirmed

[7-03] DBP37: AUGER;ZENITH released
<https://doomer.boards.net/thread/2176/dbp37-auger-zenith>

[7-02] Quake Alkaline devkit released
https://www.celephais.net/board/view_thread.php?id=62066

[7-02] Doom Vanilla Wad Pack updated to revision XI
<https://www.doomworld.com/forum/topic/114671/>

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JUNE 2021

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[6-30] Live Through Doom updated (but the guy fucked up the links)
<https://www.moddb.com/mods/litdoom-survival-gameplay>

[6-29] New Quake mod and mappack with an aim of balancing the weapons
https://www.celephais.net/board/view_thread.php?id=62065

[6-29] Decay announces Liberosis, releases demo
<https://www.doomworld.com/forum/topic/122937-liberosis-wip/>

[6-25] Skulltiverse enters public beta (Boom speedmapping)
<https://www.doomworld.com/forum/topic/120210/>

[6-25] Feature-heavy beta release of vkQuake:
<https://github.com/Novum/vkQuake/releases/tag/1.10.0-beta1>

[6-25] Woof 6.0.0 update adds MBF21 support
<https://www.doomworld.com/forum/post/2339262>

[6-22] Sinister 625 for Quake (6 textures, 2 surprises and 5 monster types):
https://www.celephais.net/board/view_thread.php?id=62063

[6-22] Q25-Limits (Quake maps with 1996 limits): https://www.celephais.net/board/view_thread.php?id=62064

[6-22]Elementalism Teaser Trailer
<https://www.youtube.com/watch?v=sUyNX7PSJXQ>

[6-22]Quakewulf and Norway were rangebanned from 4chan

[6-22]Copper 1.6 Released
<https://twitter.com/itslunaranyo/status/1407232161975996420>

[6-22]The Purifier for Quake 1 was released

<https://www.quaddicted.com/reviews/purifier.html>

[6-22]Quake is 25 Years old!

[6-20] Decino planning a mass co-op event in FTE
<https://www.youtube.com/post/UgztyC-TjIDZJAC0bkZ4AaABCQ>

[6-20] Ultimate MIDI Pack (full soundtrack replacement for Ultimate Doom) released:
<https://www.doomworld.com/forum/topic/120788-rc1-ultimate-midi-pack-a-community-music-replacement-for-the-original-doom/>

[6-19] BouncyTEM releases a name your price Quake tribute album in celebration of Quake's 25th anniversary
<https://bouncytem.bandcamp.com/album/slipgate-a-quake-tribute-album>

[6-18] Scotty with AD_79 released Cydonia, wad of 22 new Plutonia maps emulating Casali mapping style to celebrate the anniversary of Final Doom
<https://www.doomworld.com/forum/topic/121935-cydonia-throwback-plutonia-wad-beta-available/>

[6-17] Cannonball released an 8-level mapset for Doom 2 called "Atomic"
<https://www.doomworld.com/forum/topic/122738-atomic-limit-removing-8-maps-for-doom-2/>

[6-17] TNT: Evilution MIDI Pack is released
<https://www.doomworld.com/forum/topic/121711-tnt-evilution-midi-pack-v10-released/>

[6-17] Painslayer, a Painkiller themed weapon mod.
<https://forum.zdoom.org/viewtopic.php?f=43&t=72567>

[6-14]YamagiQ2 v8.00 was released, Now it supports Vulkan 100% and it has tons of bugfixes and goodies.
<https://yamagi.org/quake2/>

[6-14] Abysm 2: Pharaoh's Judgment public beta v1.
<https://forum.zdoom.org/viewtopic.php?f=19&t=72554>

[6-13] Tarnsman streamed HFFM, isn't a pussy like Dew
<https://www.twitch.tv/tarnsmandw>

[6-13] Quake Alkaline has been released
https://www.celephais.net/board/view_thread.php?id=62061

[6-12] Another Q2 Fork taking clues from QCDE
<https://www.moddb.com/games/quake-2/downloads/q2pro-meta-r1>

[6-10] Heretic Hi-res sound effects pack
<https://www.doomworld.com/forum/topic/122575-dwarss-heretic-hq-sfx-pack-80-sound-effects-remastered/>

[6-9] Torm took Blade Of Agony 3 down "until the relevant issues are resolved."
<https://github.com/Realm667/WolfenDoom/issues/793>

[6-8] Realm667 deleted, archiving ongoing:
<https://www.doomworld.com/forum/topic/122559-repository-dump>

[6-7] Corruption Cards 2.0 has been released
<https://forum.zdoom.org/viewtopic.php?f=43&t=67939>

[6-6] Simple Quake Launcher 2.5 released
<https://github.com/m-x-d/Simple-Quake-Launcher-2/releases/tag/2.5>

[6-4] UT99 retrospective by LGR
<https://youtu.be/XRF06DpQE0c>

[6-2] DBP36: Aquatic Wonder has been released
<https://doomer.boards.net/thread/2139/dbp36-aquatic-wonder>

[6-2] vkQuake has been updated, fixing an issue with dynamic lights
<https://github.com/Novum/vkQuake/releases/tag/1.05.3>

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MAY 2021

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[5-31] floatRand released beta for Delirium (boom-mapset)

<https://www.doomworld.com/forum/topic/122268-delirium-boom-mapset-cl9-beta/>

[5-30] DF Retro covers Quake

<https://youtu.be/0KxRXZhQuY8>

[5-27] Zones of Fear updated to version 2.0

<https://www.moddb.com/mods/zones-of-fear>

[5-25] Combined Arms updated to 2.3

<https://combine-kegan.itch.io/combined-arms>

[5-22] GZDoom 4.6.0 released

<https://forum.zdoom.org/viewtopic.php?f=1&t=72359>

[5-21] DavidN announces RAMP community project

<https://youtu.be/Yd5mtZFGCF0>

[5-21] Tarnsman's Projectile Hell released

<https://www.doomworld.com/forum/topic/122115-megawad-tarnsmans-projectile-hell-release/>

[5-19] Abandonware anon launches website for his releases

<https://youtu.be/EtNjkF20yHI>

[5-18] Combined_Arms, Malefactors & Space Hunter updated

<https://combine-kegan.itch.io/combined-arms>

[5-15] Anon updates his multi-pwad map randomiser, adds mods support

<https://github.com/lea2501/doom-random-map-sh>

[5-15] Woof! updated to 5.1.0

<https://www.doomworld.com/forum/topic/112333-this-is-woof-510-may-14-2021-updated-winmbf/?page=16>

[5-14] La Tailor Girl updated to 1.775

<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&p=1189377#p1189377>

[5-14] Explodable props released, makes Doom props explode like GoldenEye

<https://www.moddb.com/games/doom-ii/addons/explodable-props-aka-destructible-decorations>

[5-12] New build for Quakespasm-Spiked

<https://fte.triptohell.info/moodles/qss/>

[5-12] Anon makes new map

<https://www.doomworld.com/forum/topic/121882-baloneywad-make-them-supper-a-run-down-tech-base-waiting-for-the-exterminator/>

[5-11] Q2EGL, a new Quake 2 port released

<https://www.moddb.com/games/quake-2/addons/quake2eglv031>

[5-8] DoomDynMus mod released, adds dynamic music to GZDoom

<https://forum.zdoom.org/viewtopic.php?f=43&t=72207>

[5-5] TNT Midi Pack begins development, has tracks composed by Lee Jackson

<https://www.doomworld.com/forum/topic/121711-tnt-evilution-midi-pack-now-in-development/>

[5-2] Wolfenstein 3D the Way Id Did released

<https://www.moddb.com/mods/wolfenstein-3d-the-way-id-did/news/wolfenstein-3d-the-way-id-did-moddb-release>

[5-2] DBP 35 is out

<https://www.doomworld.com/forum/topic/121664-dbp35-stroggmans-tundra/>

[5-2] Hotfix for Combined_Arms and Malefactors

<https://combine-kegan.itch.io/combined-arms>

[5-1] J.A.C.K. was updated

<https://steamcommunity.com/app/496450/eventcomments/3172198151264309777/>

[5-1] Pico Doom is released

<https://forum.zdoom.org/viewtopic.php?f=43&t=72136>

<https://www.newgrounds.com/bbs/topic/1469731>

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APRIL 2021

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[4-30] Blade Of Agony 3 released
<https://www.moddb.com/mods/wolfendoom-blade-of-agony/downloads>

[4-28] Combined_Arms 2.0 released!
<https://combine-kegan.itch.io/combined-arms>

[4-27] 2048 Units of /vr/ updated
https://www.dropbox.com/s/2mcqgz3omh6lj1u/2048vr_v1.5.1.wad

[4-27] 100% playthrough of 2048 Units of /vr/ by Dwars
https://www.youtube.com/playlist?list=PL6lguf8T_ie_UH4F6CiaD62N8optcTbwB

[4-26] Anon shares a Xash3D lighting upgrade
https://anonfiles_com/n6d1j2teu4/gammafix_zip

[4-25] Q2Tools released
<https://github.com/qbism/q2tools-220>

[4-25] John Romero deathmatches against Decino in E1M1
<https://youtu.be/lr8notLsKz4>

[4-24] The Guncaster - 3.888a
<https://forum.zdoom.org/viewtopic.php?f=43&t=37066&start=2850#p1187537>

[4-24] Dread development episode 7
<https://youtu.be/eCYkAAzdFuk>

[4-24] New MetaDoom update.
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010&sid=354c098020d934eb918b1b1915e205a9&start=1845#p1187589>

[4-22] Syringe joins the console Unity ports of Doom 1/2
<https://twitter.com/bethesda/status/1385282086802690051>

[4-19] Duke Nukem: Alien Armageddon updated to 4.0
<https://www.moddb.com/mods/duke-nukem-alien-armageddon>

[4-19] Project Osiris - Alien Breed 3D is out of beta
<https://forum.zdoom.org/viewtopic.php?p=1186914#p1186914>

[4-17] 2048 units of /vr/ 1.5 is on idgames
https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/2048vr_v1.5
https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/2048vr_v1.5g

[4-15] Arrival, a limit removing episode for Doom 2 by Pavera has been released
<https://www.doomworld.com/forum/topic/121263-arrival-a-limit-removing-episode-for-doom-ii/>

[4-14] Anon releases version 4 of his midi pack
<https://www.mediafire.com/file/8i6053qecrdps25/midicollectionv4.zip/file>

[4-14] Doom Annihilation is getting a sequel
<https://twitter.com/tonygig/status/1362602218868899843>

[4-13] Anon requests feedback for his HFFM submission, "Drain Snake"
<https://x0.at/V5E.zip>

[4-10] Raze is out of beta
<https://github.com/coelckers/Raze/releases/tag/1.0.1>

[4-10] Aleph One 1.4 is out
<https://github.com/Aleph-One-Marathon/alephone/releases/tag/release-20210408>

[4-10] Ment Base, a new singleplayer map for Quake 2, is released
<http://quakeulf.suxos.org/3d/maps/mentbase.zip>

[4-9] Sidaro for Unreal Tournament 2004 released
<https://www.moddb.com/games/unreal-tournament-2004/addons/ons-sidaro>

[4-8] Dragonfly releases a new MIDI album free to use in WADs
<https://www.doomworld.com/forum/topic/121123-overcome-a-midi-album/?tab=comments#comment-2291040>

[4-8] New Quake 2 map
<https://www.moddb.com/games/quake-2/addons/inner-lab-testing>

[4-6] Sunder-2009 D2All UVmax
<https://www.youtube.com/watch?v=nwEAg3plAAg> [Embed]

[4-6] .MID the way id did released
<https://www.doomworld.com/forum/topic/117225>

[4-5] Consolation Prize : 64 updated
<https://forum.zdoom.org/viewtopic.php?f=19&t=55298&start=150#p1186024>

[4-5] Pico mod updated
<https://redead-ita.newgrounds.com/news/post/1155883>

[4-4] Skulltiverse now accepting slot claims
<https://www.doomworld.com/forum/topic/120210-accepting-claims-now-skulltiverse-a-spiritual-sequel-to-hellevator-boom-speedmapping-community-project/>

[4-2] Anon repurposes a speedmap for HFFM
<https://anonymousfiles.io/dWiAuvI6/>

[4-1] Ultimate Midi Pack begins development
<https://www.doomworld.com/forum/topic/120788-ultimate-midi-pack-a-community-music-replacement-for-the-original-doom/>

[4-1] DBP34: Luminous Gloom is out
<https://doomer.boards.net/thread/2065/luminous-gloom>

[4-1] Plutonia 7: Going To The Hell, 32 map megawad released
<https://www.doomworld.com/forum/topic/120900-plutonia-7-32-map-plutonia-megawad/>

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MARCH 2021

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[3-31] Earthless Prelude RC1 released
<https://www.doomworld.com/forum/topic/120458-earthless-prelude-rc1-released/>

[3-29] MARATHON MEGA PACK 2.0
<https://mega.nz/file/0kwWDBLQ#l1rdKIBnEqCxoGb0QAuCNzZ6qY7uaU9sppjwNYSYSNI>

[3-29] Retroquad 0.2.5 Released!
<https://twitter.com/mankrip/status/1376338857260634116>

[3-28] New Deathmatch sim update
<https://forum.zdoom.org/viewtopic.php?f=19&t=66264&sid=35cfda91669386c5424e1ab7a5d6d433&start=75#p1185318>

[3-28] Hunter's Moon has updated
<https://www.moddb.com/mods/hunters-moon>

[3-28] Final release of Heartland now on iDgames
<https://www.doomworld.com/idgames/levels/doom2/Ports/g-i/heartland>

[3-27] Supercharged Triathlon - 3 map speedrun minichallenge
<https://www.doomworld.com/forum/topic/120615-supercharged-triathlon-3-map-speedrun-minichallenge/>

[3-27] MacenWolf modding kit released
<https://www.moddb.com/mods/macenwolf/news/macenwolf-11-macenwolf-modding-kit>

[3-25] LiveReverb, dynamic reverb for all Doom maps
[YouTube] LiveReverb - dynamic reverb for all Doom maps!

[3-25] Crispy Doom 5.10.1 released
<https://www.doomworld.com/forum/topic/67168-crispy-doom-5101-update-mar-24-2021/?page=76&tab=comments#comment-2282156>

[3-24] PSX Consolation Prize update
<https://forum.zdoom.org/viewtopic.php?f=19&t=55298&start=150#p1184985>

[3-24] Russian team from old-games.ru reconstructed the cancelled 3rd game in the Rebel Moon franchise with developer's help
<https://www.youtube.com/watch?v=SJpeQmcsU18>

[3-23] Woof! 4.0.2 released
<https://www.doomworld.com/forum/topic/112333-this-is-woof-402-mar-23-2021-updated-winmbf/?page=14&tab=comments#comment-2281422>

[3-23] Beautiful Doom 7.0 released
<https://github.com/jekyllgrim/Beautiful-Doom/>

[3-23] Anon updates his midi pack to version 3
<https://anonymousfiles.io/IVXzT7Sc/>

[3-22] Aneurysm, a Bloodshot editor released
<https://www.doomworld.com/forum/topic/120654-aneurysm-a-level-editor-for-mega-drive-game-bloodshot/>

[3-22] Doom 2 In Spain Only released
<https://www.doomworld.com/forum/topic/120623-megawad-doom-2-in-spain-only/>

[3-18] New vanilla Hexen hub released
<https://www.doomworld.com/forum/topic/120510-vanilla-hexen10-maps-hublost-luxury/>

[3-17] Odamex 0.9.0 release.
<https://mobile.twitter.com/Odamex/status/1372294991654051846>

[3-17] Anon reports 30+ fps boost with new version of GZDoom
<https://www.doomworld.com/forum/topic/120332-gleszdoom-gzdoom-for-potatoes/>

[3-17] Micro Slaughter Community Project release candidate
<https://www.doomworld.com/forum/topic/119448-release-candidate-micro-slaughter-community-project-17-maps/>

[3-15] Jimmy announces new Doom 2 megawad, Earthless
<https://www.doomworld.com/forum/topic/120458-earthless-prelude-coming-soon/>

[3-15] Anon posts version 2 of Doom Midi Pack
<https://anonymousfiles.io/DTIrsfx/>

[3-14] Xaser announces a wip 20 level megawad
<https://www.doomworld.com/forum/topic/120424-wip-epoch-the-xasormap-mixtape-megawad/>

[3-14] Gokuma adds 150 new textures to ClassicT.wad
<https://www.doomworld.com/forum/topic/90900-post-your-doom-textures/?page=70&tab=comments#comment-2275732>

[3-14] Quake2 Upscale Pack, fresh from the oven after some time
<https://www.moddb.com/games/quake-2/addons/quake-ii-upscaling-fidelity-pack-kinda-finished>

[3-13] New version of Vanilla Doom Plus
<https://www.doomworld.com/forum/topic/106432-vdp-monsterrandomizer-updated-march-13-2021/?page=2&tab=comments#comment-2275079>

[3-12] Maniac Mansion update
<https://twitter.com/Darsycho/status/1369856299995959296>

[3-12] New experimental wad by Ribbiks, stuff2.wad
<http://rbkz.net/doom/>

[3-12] Unreal Tournament 99 has a new patch
<https://github.com/OldUnreal/UnrealTournamentPatches/releases/tag/v469b>

[3-10] Quake 2 Got a 20 year Anniversary Soundtrack
<https://www.moddb.com/games/quake-2/addons/quake-ii-stroggos-rising-music-pack>

[3-10] Anon completes D2Randumb which randomly adds Doom 2 monsters and SSG to Doom 1
<https://www.mediafire.com/file/ylaacneyibnqiay/D2Randumb.wad/file>

[3-8] Woof 4.0.0 released (with widescreen support)
<https://www.doomworld.com/forum/topic/112333-this-is-woof-400-mar-08-2021-updated-winmbf/?page=13&tab=comments#comment-2271543>

[3-8] Bungie-inspired TC released for GZDoom
<https://www.moddb.com/mods/meridian>

[3-7] Episode 3 of Carnage Galore for Hexen released
<https://forum.zdoom.org/viewtopic.php?f=19&t=29032>

[3-6] jval releases ENEDIT, an ENDOOM screen editor with the magical feature of being able to import and convert images
<https://www.doomworld.com/forum/topic/120229-endedit-endscreen-editor/>

[3-6] Corpse Grinder Deathmatch event by Tastyspleen has begun
<https://www.twitch.tv/videos/905242906>
<https://twitter.com/tastyspleentv/status/1368250945180680195>

[3-6] ViolentBeetle announces skulltiverse
<https://www.doomworld.com/forum/topic/120210-announcement-post-skulltiverse-a-spiritual-sequel-to-hellevator-boom-speedmapping-community-project/>

[3-5] Dwars is playing through 2048 Units of /vr/
https://www.youtube.com/playlist?list=PL6lguf8T_ie_UH4F6CiaD62N8optcTbwB

[3-4] Colourful hell final brown beta build;
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1183446#p1183446>

[3-4] Corruption Cards mod updated
<https://forum.zdoom.org/viewtopic.php?f=43&t=67939>

[3-4] Aleph One 60FPS test build.
<https://github.com/Aleph-One-Marathon/alephone/releases/tag/release-20210222>

[3-4] New Eternity Engine WAD by Skillsaw, called Heartland
<https://www.doomworld.com/forum/topic/120175-heartland-an-episode-for-the-eternity-engine/>

[3-2] New QC:DE release; forks Zandronum, adding Quake movement physics and other fixes
<https://youtu.be/gmYnFv42le0>

[3-1] Raze 0.90 beta released:
<https://github.com/coelckers/Raze/releases/>

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FEBRUARY 2021

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[2-28] Release candidate 1 for The Modest Mapping Challenge II released
<https://www.doomworld.com/forum/topic/120097-modest-mapping-2-wretched-coven-rc1-out-now/>

[2-28] Quake Injector version 4 is out.
<https://www.quaddicted.com/forum/viewtopic.php?id=859>

[2-28] New fan Quake episode released
https://www.celephais.net/board/view_thread.php?id=62028

[2-26] Updated Champions to 2.9
<https://forum.zdoom.org/viewtopic.php?f=43&t=60456>

[2-25] Tormentor667 is quitting
<https://www.realm667.com/index.php/en/farewell>

[2-25] DBP 32 is out
<https://www.moddb.com/games/doom-ii/addons/dbp32-tomatomania>

[2-24] Quake2Cafe got a FTP archive and it has some old stuff in it deemed lost
<http://q2cafefiles.com/files/index.php>

[2-24] Saturn exclusive Quake levels ported to PC
https://www.celephais.net/board/view_thread.php?id=62026

[2-21] Hell Frontier E1, an 11 map wad for Doom 2 is now officially released on idgames. E2 in progress.
https://www.doomworld.com/idgames/levels/doom2/Ports/g-i/hfront_1

[2-21] idgames FINALLY has a web page for uploading with ftp client
<https://www.gamers.org/cgi/IdgamesUpload.html>

[2-19] DOOM the prequel released
<https://www.moddb.com/games/doom-ii/downloads/doom-the-prequel-v1>

[2-18] A render plugin for Blender to make Doom sprites.
<https://mobile.twitter.com/dietinghippo/status/1362377947605209088>

[2-17] Lullaby, a single level GZDoom wad, was released
<https://www.doomworld.com/forum/topic/119819-lullaby-single-level-for-gzdoom/>

[2-15] Doom 2 made of cardboard - Feat - John Romero
<https://youtu.be/XKo-CceCXw0>

[2-14] Jehar and Tatsyspleen brewing a Multi Quake Challenge, first stage done
<https://twitter.com/tastyspleentv/status/1361002484563591173>

[2-14] DSDA-Doom (new fork of PRBoom+) updated to v0.12.1, now including support for Heretic
<https://www.doomworld.com/forum/post/2259147>

[2-13] Trenchbroom v2021.1 released
<https://github.com/TrenchBroom/TrenchBroom/releases/tag/v2021.1>

[2-13] Unused Jam for Quake is out:
https://celephais.net/board/view_thread.php?id=62024

[2-11] Gregor Punchatz, creator of the Spider Mastermind model used in Doom posts halfscale version based on original molds on reddit, says will mass produce if iD is interested
https://www.reddit.com/r/Doom/comments/lhv6z9/i_created_the_mastermind_model_that_was_used_to/

[2-11] whirledtsar releases a reworking of the cut E1L3 map from the 95-09 Shadow Warrior beta
<https://forums.duke4.net/topic/11553-newish-shadow-warrior-map-ws-e1l3/>

[2-10] Retroquad 2.0 test build released for patreons and paypal, more info on twitter
<https://twitter.com/mankrip/status/1358587176813002756>

[2-10] DF Retro streams Jedi Knight: Dark Forces 2 with Technical feedback and retro pc
<https://www.youtube.com/watch?v=0qbtUSy9RvA>

[2-10] Temporal Tantrum updated, a reunion wad made by four authors from 2048 units of /vr/. 14 MBF-compatible maps with multiple themes and custom enemies
<https://drive.google.com/file/d/1WIBhEZ1W5-eVdsFX6Bs5keZA1JtByhSI/view?usp=sharing>

[2-9] PrBoom-Plus 2.6 um released:
<https://github.com/coelckers/prboom-plus/releases/tag/v2.6um>

[2-9] 500ml of /vr/ updated to 5.0
<https://www.moddb.com/mods/500-milliliters-of-vr>

[2-8] TrenchBroom 2021.1-RC3
<https://github.com/TrenchBroom/TrenchBroom/releases/tag/v2021.1-RC3>

[2-7] Jehar and Tatsyspleen brewing a Multi quake challenge
<https://twitter.com/tastyspleentv/status/1358517572195524609>

[2-7] Retroquad has finally a Patreon, also the guy put an email for contact
<https://twitter.com/mankrip/status/1358466466471948289>
<https://twitter.com/mankrip/status/1358466467839246355>

[2-7] <https://www.moddb.com/mods/macenwolf/news/hitlers-graveyard>
Another macwolf mod released for the macenwolf port
also it has some unique textures

[2-6] Plutonia Revisited 2 announced. Is an open community project
<https://www.doomworld.com/forum/topic/119628-plutonia-revisited-community-project-2-boom-compatible/>

[2-4] Upscale Anon Releases faithful 2x upscaled textures of Quake 2 Oblivion
<https://mega.nz/file/MQMADBBJ#Rqnj02hFjwSmyv4UUaRqwu55fqs2eRH3f9iTDhKG1Ck>

[2-3] Wolfenstein themed Doom II mod Todesfaust released
<https://www.moddb.com/mods/todesfaust-a-wolfenstein-story/downloads/todesfaust-a-wolfenstein-story>

[2-2] 500 Milliliters of /vr/ updated to version 2, multiple bug fixes on map 2 and an alternate midi track
<https://www.moddb.com/mods/500-milliliters-of-vr>

[2-1] John Romero confirms no new unreleased Doom content due to objections by iD/Bethesda
<https://www.doomworld.com/forum/topic/119510-sad-news-on-new-unreleased-conntent/>

[2-1] Benzo compiled Quake 2 AI bots for DM use, skin friendly
<https://www.moddb.com/games/quake-2/addons/benzo-crazy-bot-pack>

[2-1] Community project 500 Millileters of /vr/ released
<https://archive.org/details/500ml-vr-halloween-beta>

[2-1] HAPPY BIRTHDAY iD SOFTWARE! iD turns 30 years old

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JANUARY 2021

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[1-30] New version of Odamex is coming soon
<https://twitter.com/Odamex/status/1355592601844523011>

[1-30] Mansion got updated to 1.1
<https://darsycho.itch.io/mayhem-mansion/devlog/217342/mayhem-mansion-1.1-at-last>

[1-29] JMAA posts demo of 32-map megawad on /doom/
<https://jmaa.tv/mindprison-project>

[1-28] TrenchBroom 2021.1-RC2 released
<https://github.com/TrenchBroom/TrenchBroom/releases/tag/v2021.1-RC2>

[1-28] Quake SM211 released
https://celephais.net/board/view_thread.php?id=62012

[1-27] Eternity Engine 4.02.00 released
<https://www.doomworld.com/forum/topic/119425-eternity-engine-40200-forseti/>

[1-27] MIDI pack for the Master Levels for Doom II has been released
<https://www.doomworld.com/forum/topic/118804-master-levels-for-doom-ii-25th-anniversary-midi-pack/>

[1-25] Hellevator Defintive Edition is now on idgames
<https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/helevtor>

[1-24] Hell Frontier Episode 1 released for beta testing
<https://www.doomworld.com/forum/topic/115739-hell-frontier-episode-1-11-maps-episode-for-doom-2-currently-in-beta/>

[1-21] New Quake Map Jam
<https://www.moddb.com/mods/blue-monday-jam/downloads/blue-monday-jam>

[1-18] The Force Engine update!
<https://theforceengine.github.io/2021/01/18/TFE-Update-2021-Plans.html>

[1-17] Backwoods demo release
https://twitter.com/Shorted_Fuse/status/1350601620338434049

[1-15] Time Tripper, a Doom II episode with custom conent and minor gameplay changes
<https://heckscaper.com/tt/>

[1-15] Wrath: Aeon of RUIN Updated
<https://steamcommunity.com/games/1000410/announcements/detail/4589698632264671265>

<https://www.youtube.com/watch?v=k2N12cxEXVs>

[1-13] vkQuake updated
<https://github.com/Novum/vkQuake/releases/tag/1.05.2>

[1-12] YamagiQ2 testbuild with vulkan
<https://github.com/yquake2/yquake2/pull/643>

[1-12] Crispy Doom 5.10.0 released
<https://www.doomworld.com/forum/topic/67168-crispy-doom-5100-update-jan-12-2021/>

[1-12] Shrak unofficial patch released
https://www.celephais.net/board/view_thread.php?id=62008

[1-10] Progs_dump v2.00 released, a dev kit that expands vanilla possibilites for mapping, adds QoL features
<https://www.youtube.com/watch?v=gTbkLP3B2FE>
<https://drive.google.com/file/d/1A3v318l8s4ZtbOsW08ok7nY83mAXdOAX/view>

[1-9]500ML updated with a new map for playtesting: >>7274097

[1-9]Quakewulf releases Security Terminal for Quake 2
<http://quakeulf.suxos.org/3d/maps/console.zip>

[1-8] Woof version 3.1.0 released
<https://www.doomworld.com/forum/topic/112333-this-is-woof-310-jan-08-2021-updated-winmbf/>

[1-7] Corruption Cards updated to 1.0
<https://forum.zdoom.org/viewtopic.php?f=43&t=67939&p=1178053#p1178053>

[1-6] Another anon shares a map they made for a larger project (Limit removing, MAP09 slot)
<https://www.mediafire.com/file/2ivjew3sw4uipgf/hf09.wad/file>

[1-6] Anon shares a WIP map, looking for feedback (ZDoom compatible)
<https://files.catbox.moe/yk5fc1.wad>

[1-4] Switcheroom 2 released
<https://twitter.com/JawsInSpaceDW/status/1345389517637873668>
<https://www.doomworld.com/idgames/levels/doom2/megawads/swtchrm2>

[1-4] Exclusive MacWolf stuff ported to macenwolf
<https://www.moddb.com/mods/macenwolf/news/to-hell-and-back-again>

[1-3] Hellrider GZDoom mod update
<https://forum.zdoom.org/viewtopic.php?f=43&t=68575>

[1-3] Anon finds obscure 1997 Shadow Warrior tie-in novels
<https://mega.nz/file/X1dRkYiD#SUzvtsT45rnifA8Csgba9FhlpWGTFoDggTqqm4FipQ0>

[1-2] 500ml of /vr/ anons requesting your help in reporting bugs, details here >>7245767

[1-1] UnMaking, a megawad for Doom 64 released
<https://www.doomworld.com/forum/topic/118930-the-unmaking-a-33-map-nightmare-for-doom-64/>

[1-1]Quake II Rampage single player mod released
<https://www.moddb.com/mods/rampage-mod>

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DECEMBER 2020

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[12-30] 64Doom, Doom on N64 homebrew footage released
<https://www.youtube.com/watch?v=NCE1fTW5SqY>
How it works:
<https://www.youtube.com/watch?v=Ag1-F-YFqMY>

[12-30] New Duke Nukem 3D map Fallout Freeze released
https://forums.duke4.net/topic/11527-release-fallout-freeze/page__pid__355348

[12-30] Reelism 2 update

<https://forum.zdoom.org/viewtopic.php?f=19&t=68021&start=255#p1177302>

[12-30] anon posts Q2 archive for upscaling shenanigans, with some updates, mainly weapons, and the Skyboxes pak

<https://mega.nz/file/BZ0nXS4A#1Js0dOCtER1vDLKoGUtz8YDeUzdkQ2U3Ea8NhTo58ak>

[12-26] New SC-55 soundfont released:

<https://www.doomworld.com/forum/topic/118828-the-most-accurate-sc-55-soundfont-out-now/>

[12-24] DBP31: Santa's Outback Bender for the 3rd annual Doomer Boards Project Christmas extravaganza released

<https://www.doomworld.com/forum/topic/118801-dbp31-santas-outback-bender/>

[12-22] Gearbox reaches a settlement with Bobby Prince over the use of his music tracks in Duke Nukem 3D: Anniversary Edition

<https://www.gamesindustry.biz/articles/2020-12-21-gearbox-reaches-settlement-with-bobby-prince-over-duke-nukem-music>

[12-22] Markshan Knightmare has released a Updated installer for the Window of Retribution community Mission pack for Q2

<https://leray.proboards.com/thread/3867/re-windows-retaliation?page=1&scrollTo=28875>

[12-21] Anon made and shares an Episode 1 style level

https://mega.nz/file/mrZVialZ#MLHFdce2Eb2zdBQUbTFTaz4pHuyKdJd__ZRPh3uxp9w

[12-20] Quake Xmas Jam 2020 Released

https://www.celephais.net/board/view_thread.php?id=61995

[12-20] Mission64 a Quake 2 64 missionpack for Q2 was released

<https://www.moddb.com/games/quake-2/addons/mission-64>

[12-20] DSDA 10.0 released

<https://www.doomworld.com/forum/topic/118074-dsda-doom-source-port-v0100/>

[12-19] TerminusEst13 releases a 7DFPS GZDoom project, Kid 4 \$29.99

<https://terminusest13.itch.io/kid-4-2999>

[12-19] Snap the Sentinel, a short standalone 7DFPS IWAD made for GZDoom inspired by SNES/Genesis games released

<https://www.doomworld.com/forum/topic/118627-gzdoom-snap-the-sentinel-~-short-new-iwad-for-7dfps/>

<https://tehrealsalt.itch.io/snap-the-sentinel>

[12-19] Champions updated to v2.8

<https://forum.zdoom.org/viewtopic.php?f=43&t=60456>

[12-18] Adoria, a Quake mod two years in the making that connects Wolf 3D, Doom and Quake to same universe is released

<https://www.youtube.com/watch?v=iYw9XtcLhvg>

[12-17] Doom Eternal Whiplash sprites released <https://forum.zdoom.org/viewtopic.php?f=37&t=70131#p1168102>

[12-17] DSDA Doom version 0.9 released, adds support for rewinding in demos

<https://www.doomworld.com/forum/topic/118074-dsda-doom-source-port-v090/?page=3&tab=comments#comment-2231944>

[12-16] Doom Annihilation director Tony Giglio confirms a sequel on Twitter, says script is finished

<https://www.twitter.com/tonygig/status/1332835065773002754>

[12-15] Doom Zero added to the Bethesda Unity ports add-ons

<https://twitter.com/bethesda/status/1338916127360086022>

[12-14] Realism 2 Updated

<https://forum.zdoom.org/viewtopic.php?f=19&t=68021&start=240#p1176050>

<https://twitter.com/kinsie/status/1338372260055240705>

[12-14] Pavel Mappack released for Q2

<https://www.moddb.com/games/quake-2/addons/pavels-mappack>

[12-13] Turok randomizer released by BehemothProgrammer, the maker of Turok 2 co-op mod, on Steam Workshop

[12-12] Anon shares a Christmas map

<https://www.mediafire.com/file/xicx18wmelbkyq5/xmas.wad/file>

[12-10] Cacowards 2020

<https://www.doomworld.com/cacowards/2020/>

[12-10] HAPPY BIRTHDAY DOOM! DOOM turns 27 years old.

[12-09] DBP19: A Doomer Boards Christmas Carol
<https://www.doomworld.com/idgames/themes/xmas/dbp19xmas2>

[12-09] Impie's Straydog is back up after being banned for wrongthink
<https://www.youtube.com/watch?v=Za3KjI-szNs>
<http://www.mediafire.com/file/kld3fvdbm8cr0if/straydogtest.pk3/file>

[12-09] KK/Altair uploaded new episode about his Doom "port" for Amiga
<https://www.youtube.com/watch?v=86nhn7KooQ8>

[12-07] More stuff added to Macenwolf
<https://www.moddb.com/mods/macenwolf/news/macenwolf-108-new-york-and-some-damp-prizon>

[12-05] Impressive Sega Genesis port of Doom by Krikzz using the Mega EverDrive PRO
<https://github.com/krikzz/doom-68k>

[12-05] Quake mod Copper updated.
https://www.quaddicted.com/reviews/copper_v1_15.html

[12-05] Scumhead released Lycanthorn II
<https://www.youtube.com/watch?v=fMbNxYOyPj8>

[12-03] Gothic Library DX for Cryptic Passage, restored based on beta
<http://www.blood.freeminded.de/index.php?section=maps&id=624>

[12-03] Sandy does a tour of MAP16 of Doom2 but in real life
<https://youtu.be/g0DVwhy3R3k>

[12-03] Zero Master does Doom II MAP18 in 12 seconds
<https://www.youtube.com/watch?v=KDaakoJ15bc>

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NOVEMBER 2020

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[11-30] Hellevator public beta (Boom speedmapping)
<https://www.doomworld.com/forum/topic/117072>

[11-30] DSDA-Doom 0.7.0 (PRBoom+ fork with extra tools)
<https://www.doomworld.com/forum/topic/118074>

[11-29] FutureShock32 updated (UI, server browser)
fb.com/permalink.php?story_fbid=2701770990088559&id=1556221081310228

[11-29] Updated: Champions to 2.7, Critical Shots to 1.6 >>7128308
<https://forum.zdoom.org/viewtopic.php?t=60456>
<https://forum.zdoom.org/viewtopic.php?t=68078>

[11-27] Dark forces 2 received a well made HD remaster pack
<https://www.moddb.com/mods/jkgfxmod/news/jkgfxmod1-released>

[11-24] Speedmap Snack Pack for Quake 1 released. Runs on the Copper mod.
<https://www.quaddicted.com/reviews/snack.html>

[11-20]Nightdive working on a Powerslave: EX PC and console enhanced edition
<https://twitter.com/ThrowbackCorp/status/1329889365447897091?s=19>

[11-19]POWERSLAVE: Exhumed is finally commercially released on GOG (DOS version only)
<https://www.gog.com/game/powerslave>

[11-18](released 4 days ago)Doom Free Roam pack, turns Doom 1 and 2 into a single instance open world game
<https://www.moddb.com/mods/doom-free-roam-pack/news/doom-2-open-world-maps>

[11-18](a month late)Eternity Engine 4.01 was released last month and it flew under everyone's radar.
<https://www.doomworld.com/forum/topic/117429-eternity-engine-40100-tyrfing/>

[11-18]Daerik does World 1st Sunlust D2All-UVMMax
<https://www.twitch.tv/videos/807388877>

[11-18]The DOOM 64 source code reverse engineering for the real N64 hardware finally released by GEC.
<https://github.com/Erick194/DOOM64-RE>

[11-15]New progs_dump id1 styled map released:
https://www.celephais.net/board/view_thread.php?id=61976

[11-14] LA Tailor Girl updated:
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&p=1173135#p1173135>

[11-10] Serious Sam Collection coming to Switch November 17
<https://www.nintendo.com/games/detail/serious-sam-collection-switch/>

[11-7] Judge Doomer updates his alpha:
<https://desuarchive.org/vr/thread/7059484/#7059803>

[11-7] 2048 units of /vr/ mappers start Temporal Tantrum project:
<https://desuarchive.org/vr/thread/7059484/#7059720>

[11-6] Guncaster 3.777 released
<https://forum.zdoom.org/viewtopic.php?f=43&t=37066&p=1172380#p1172380>

[11-4] Faithless (Heretic megawad) - beta released
<https://www.doomworld.com/forum/topic/117375/>

[11-4] Wadsmoosh 1.3 released (can grab intersmission screens from Unity ports)
<https://jp.itch.io/wadsmoosh/devlog/192878/wadsmoosh-1>

[11-2] 2048 unit of /vr/ is out on idgames (clean / with guns / only guns)
https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/2048vr_v1.4
https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/2048vr_v1.4g
<https://www.doomworld.com/idgames/combos/2048guns>

[11-2]DBP 29 - Morbid Autumn Released
<https://www.doomworld.com/forum/topic/117873-dbp29-morbid-autumn/>

[11-2]Anons creates unused texture resource for Quake games, also added fixed .fgds for Trenchbroom regarding Quake and Quoth.
<https://www.quaddicted.com/forum/viewtopic.php?pid=4211>

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OCTOBER 2020

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[10-31]500ML /vr/ Halloween Beta Released!
<https://archive.org/details/500ml-vr-halloween-beta>

[10-31]GZdoom 4.5 has been released(x64 only)
<https://forum.zdoom.org/viewtopic.php?f=1&t=70459>

[10-30]Kojima's PT remade in gzdoom.
<https://batandy.itch.io/gz-pt>

[10-30] Mystery of Red Island demo
<https://www.doomworld.com/forum/topic/117504/>

[10-30] Hexen turns 25! Anon shares their folder of Hexen wads to play.
<http://www.mediafire.com/file/0f63jfeuqhtl0re/hexen.rar/file>

[10-29] Somewhere in Nevada 0.03 alpha
<https://anonymousfiles.io/VwBCcwUZ/>

[10-29] vkQuake updated
<https://github.com/Novum/vkQuake/releases/tag/1.05.0>

[10-29] ter_shibboleth got a redux version with a conversion to the Drake mod
https://www.quaddicted.com/reviews/ter_shibboleth_drake_redux.html

[10-29] Zero Master beats Plutonia on Nightmare in 34:28

<https://www.youtube.com/watch?v=mLLQ06vzt28&feature=youtu.be>

[10-28] Anon writes a random Doom map launcher script (and updates the Quake launcher script, see below)
<https://github.com/lea2501/doom-random-map-sh>

[10-27] Modder makes Doom playable in Sonic Mania
<https://shc.zone/entries/contest2020/306>
https://www.youtube.com/watch?v=8NZjxB69iJA&ab_channel=MariusUrucu

[10-27] Halloween Jam 3 for Q1 released
https://celephais.net/board/view_thread.php?id=61968

[10-26] UnrealHD updated to 3.0
<https://www.moddb.com/mods/high-resolution-unreal-skins/downloads/unrealhd-v30-full>

[10-25] Anon writes a random Quake map launcher script
<https://github.com/lea2501/quake-random-map-sh/blob/main/quake-random-map.sh>

[10-25] Judge Doom first alpha released
<https://www.dropbox.com/s/wwczt9xghh8ph/JUDGEDOOM.zip?dl=0>

[10-23] Megaman 8-Bit Deathmatch v6a released
<https://cutstuff.net/forum/index.php?topic=11813>

[10-23] New Duke 3D episode: <https://www.moddb.com/mods/pretomurara/addons/downtown-journey>

[10-22] New fan episode for Quake released (10 maps)
<https://www.quaddicted.com/forum/viewtopic.php?pid=4108#p4108>

[10-20] Strife Veteran Edition updated, coming to Switch
<https://www.doomworld.com/forum/topic/117562>

[10-17] ClusterBloom Repository is now public
<https://github.com/Drugod/ClusterBloom>

[10-17] YamagiQ2 7.45 is out
<https://yamagi.org/quake2/>

[10-16] Arcane Dimensions got a patch
<http://www.simonoc.com/pages/design/sp/ad.htm>

[10-14] RealRTCW 3.1 released
<https://www.moddb.com/mods/realrtcw-realism-mod/news/realrtcw-31-now-available>

[10-12] LZDoom has been updated to 3.87. Features the ability to use original Doom RNG tables and other compatibility fixes.
<https://devbuilds.drdteam.org/lzdoom/>

[10-12] JP Le Breton Releases Works of the Master(More info below)
<https://jp.itch.io/deluxe-master-levels>

[10-12] Heretical Doom v1.5 has been released!
<https://forum.zdoom.org/viewtopic.php?f=43&t=56762>

[10-12] Arcane Dimensions 1.80 is finally out!
<http://www.simonoc.com/pages/design/sp/ad.htm>

[10-11] Retroquad 0.1.0 is out - a Q1 engine with state-of-the-art 8-bit renderer. Dev in dire trouble.
<https://mankrip.tumblr.com/post/631533857388314624>

[10-8] Megaman 8BDM v6 trailer
<https://www.youtube.com/watch?v=nTK1Y49gPnk>

[10-8] The Hellevator (Boom Speedmapping) - mappers wanted
<https://www.doomworld.com/forum/topic/117072>

[10-7] DN3DooM v1.06b released
<https://www.moddb.com/mods/dn3doom/news/dn3doom-v1-06>

[10-7] Raytracing progress on Q1, Q3, Hexen2
<https://www.youtube.com/watch?v=HlvORaYcLiY>

[10-7] Thy Flesh Consumed UV-Speed in 2:59 by Zero-Master
<https://www.youtube.com/watch?v=VaZrISgzTC4>

[10-6] Doom Eternal enemy sprites coming soon to classic Doom
<https://forum.zdoom.org/viewtopic.php?f=37&t=70131#p1168102>

[10-5] Raven Keep for Q1 released
https://celephais.net/board/view_thread.php?id=61953

[10-4] Anons hacks Vanilla Doom with Infinite possibilities!
https://www.youtube.com/watch?v=Xld_kyCx3xw

[10-2] Quakewulf releases Reservoir Stroggs for Quake II
<http://quakeulf.suxos.org/3d/maps/prepare.zip>

[10-1] DWELL: 10 map episode for Q1 was released
<https://www.quaddicted.com/forum/viewtopic.php?id=781>

[10-1] DBP-28: Fear and Loathing released
<https://www.doomworld.com/forum/topic/117191-dbp28-fear-and-loathing/>

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SEPTEMBER 2020

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[9-30] Trenchbroom updated to version v2020.2
<https://github.com/TrenchBroom/TrenchBroom/releases/tag/v2020.2>

[9-26] Arcane Dimensions 1.8 to include monster randomizer for vanilla
<https://twitter.com/SimsOCallaghan/status/1308441372895178758>

[9-24] Sigma-X demo released
<https://www.doomworld.com/forum/topic/113488-sigma-x-5-maps-demo-version-is-out/>

[9-23] Aleph One 1.3 released
<https://github.com/Aleph-One-Marathon/alephone/releases/tag/release-20200830>

[9-22] UT patch v469a released
<https://github.com/OldUnreal/UnrealTournamentPatches/releases/tag/v469a>

[9-22] Supplice is going standalone
<https://www.doomworld.com/forum/post/2191397>

[9-22] REKKR released for Bethesda ports (marking the first TC for them)
<https://slayersclub.bethesda.net/en/article/6DwHg8z3MyajHvx0rVmsEi>

[9-21] Microsoft acquires Zenimax (including Bethesda & id)
<https://news.xbox.com/en-us/2020/09/21/welcoming-bethesda-to-the-xbox-family/>

[9-21] Woof! 2.3.0 released
<https://github.com/fabiangreffrath/woof/releases/>

[9-21] Doom II: 25 Years on Earth: One Year Late edition has been uploaded to idgames
https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/ph_25yoe

[9-21] New Arcane Dimensions version teased.
<https://twitter.com/BafuBal/status/1307445748401876992>

[9-20] Demo for Ashes: Afterglow is out.
<https://forum.zdoom.org/viewtopic.php?f=19&t=69612>

[9-19] (Saturn homebrew) HELLSLAVE SAGE 2020
<https://sonicfangameshq.com/forums/showcase/hellslave-project-z-treme.724/>

[9-18] Widescreen resources from the Unity ports officially released
<https://slayersclub.bethesda.net/en/article/3cq6YIMrIRw6Yqt9uiDGFb>

[9-17] Anon is working on a street judge mod:

<https://www.dropbox.com/s/3umgt25rd9d3r6j/MEG-1.pk3?dl=0>

[9-16] Quake 1 Remastered Soundtrack out on vinyl
<https://store-uk.nin.com/products/quake-vinyl>

[9-14] La tailor girl updated to 1.76C:
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&start=420#p1165358>

[9-12] Ruskies finally released the HD pack for Quake 2, Reckoning, and Ground Zero, it can be used on Yamagi.
<https://www.moddb.com/games/quake-2/addons/quake-2-the-reconing-ground-zero-hi-res-texture-pack>

Something about Unreal I dunno
<https://www.youtube.com/watch?v=abwxJGUJ0>

[9-10] Someone is trying to make Chunky software Quake 2 source port on the same vein as quakespasm
<https://www.moddb.com/mods/quake-ii-heavy-metal-q2hm/news/quake-ii-is-revving-up-with-guns-strogg-and-heavy-metal>

[9-10] 2048 Units of /vr/ is updated to 1.2, including a BFG replacement for 2048 Guns.
Download: https://www.dropbox.com/s/bj4nvtd5wjbyegq/2048unitsvr_v1.2.zip?dl=1
2048 Guns: <https://www.dropbox.com/s/l51hgsqhcg2v99e/2048GUNS.zip?dl=1>

[9-9] twad, a terminal based wad launcher for Doom was released.
<https://www.doomworld.com/forum/topic/116457-twad-a-wad-launcher-for-the-terminal/>

[9-9] Hideous destructor got updated: <https://github.com/MatthewTheGlutton/HideousDestructor/releases/tag/v4.4.2b>
So as Ugly as sin: <https://github.com/caligari87/Ugly-as-Sin/releases/tag/v4.4.2b-1>
and there is now a site to see all the addons done for Hideous destructor: <https://accensi.gitlab.io/hdportal/index.html>

[9-6] ROTT is getting an official source port for PC & consoles.
<https://www.youtube.com/watch?v=QPFS99n4X2I>

[9-6] La Tailor Girl got updated to 1.76b:
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&p=1164495#p1164495>

[9-4] another reelism hotfix
<https://forum.zdoom.org/viewtopic.php?f=19&t=68021&sid=ec89e909010e55642fa414584713b92c&start=210#p1164118>

[9-3] Official Bethesda ports have been added to Steam, if you already own Doom you get it for free. You can still launch the DOS copy as well. Including many features, like DeHacked support:
<https://slayersclub.bethesda.net/en/article/Cfuf9wL5enNxkx90hfJ21/doom-and-doom-ii-update-september-3>

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AUGUST 2020

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[8-29] Rtex.wad, a boom-compatible texture pack released
<https://www.doomworld.com/forum/topic/116511-rtexwad-a-boom-compatible-texture-pack-made-using-house-items-as-inspiration/>

[8-28] 2048 Units of /vr/ finally completed
Download: https://www.dropbox.com/s/j8yiuestrwfvmdh/2048unitsvr_v1.1.zip?dl=1
2048 Guns: <https://www.dropbox.com/s/l51hgsqhcg2v99e/2048GUNS.zip?dl=1>
DW Thread: <https://www.doomworld.com/forum/topic/116497-2048-units-of-vr-boom-megawad-for-doom-ii/>

[8-28] RAVEN Midi Pack II started
<https://www.doomworld.com/forum/topic/116499-raven-midi-pack-ii-breathing-life-into-deathkings/>

[8-27] The RAVEN Midi Pack project for Heretic has been finished, adds new music to replace reused songs in the later episodes
<https://www.doomworld.com/forum/topic/114080-raven-midi-pack-project-complete/>

[8-26] 1995 Pre-Release Beta of Strife has been leaked:
>>6763327
<https://mega.nz/file/LsV2TS7K#a4QzlfGK1l0EzLssVbaDGKaF2zPy2nNW-O-YDqthZ3I>

[8-24] Solace Dreams is being remade
<https://www.youtube.com/watch?v=2GAN18GNyNk&feature=youtu.be>

[8-18] A small hotfix for GMOTA that fixes that issue of Zandronum crashing online when players take crushing damage

<https://combine-kegan.itch.io/gmota>

[8-17] NRFTL designer TheCastle will release the non-Brutal Doom version of Redemeption of the Slain on 21st August
<https://discussions.app/tag/blog/yvnjcoyoas63/days-until-redemption-of-the-slain-doom-episode-release/yvnjcoyoas63>

[8-17] Woof! 2.1.0 released
<https://www.doomworld.com/forum/topic/112333-this-is-woof-210-aug-17-2020-updated-winmbf/?page=7&tab=comments#comment-2173929>

[8-16] Astrostein Death Before Dishonor & Macenwolf update
<https://www.moddb.com/mods/macenwolf/news/macenwolf-103-astrostein-death-before-dishonor>

[8-16] Arcade version of Quake is playable on PC
<http://quakearcadetournament.blogspot.com/>

[8-15] DOOM II: Resurrected - A DOOM II Remake
<https://www.doomworld.com/forum/topic/116075-doom-ii-resurrected-a-doom-ii-remake/>

[8-15] ROTTEXPR, a source port for Rise of the Triad was released
<https://github.com/LTCHIPS/rottexpr>

[8-13] BTSX E2 no longer in beta; available for bethesda/console ports
<https://www.doomworld.com/forum/post/2172295>
<https://twitter.com/bethesda/status/1293934149628289027?s=20>

[8-11] Boomer Con
<https://www.youtube.com/watch?v=7S71Gib5Hdo>

[8-11] KMQuake gets updates
<http://www.markshan.com/knightmare/>

[8-11] Reelism 2 v0.5 Early Excess
<https://www.youtube.com/watch?v=sKynvrDxqmk>

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JULY 2020

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[7-31] E1M1 Multiverse released
<https://www.doomworld.com/forum/topic/115093-e1m1-multiverse-release-24/>

[7-30] /v/ anons released Unreal championship 2, UT 2004 and Unreal 2 The Awakening source codes
<https://desuarchive.org/vr/thread/6705083/#6706192>

[7-29] Bridgeburner releases Bastion of Chaos for GZDoom
<https://www.doomworld.com/forum/topic/116003-bastion-of-chaos-public-beta-by-bridgeburner-a-gzdoom-map/>

[7-22] Combined_Arms Gaiden mini weapons mod released
<https://combine-kegan.itch.io/combined-arms-gaiden>
<https://www.youtube.com/watch?v=Egthd1EHvLE>

[7-22] Coppertone Summer Jam for Quake Released
http://celephais.net/board/view_thread.php?id=61918

[7-16] Anon shares their 7-map wad, Hell Frontier Episode 1
<https://www.doomworld.com/forum/topic/115739-hell-frontier-episode-1-7-maps-for-now-limit-removing-doom-ii-wad-official-pre-release-playtesters-wanted/>

[7-15] Anon shares their 3-map project, Akoopasoup: Free Lyle
https://mega.nz/file/ysdgRCxQ#Y1jyG9hGGbi4LkCxP4_6qt4SKjfHfg66wsFWD3B89Qg

[7-14] SNES DOOM source code released:
<https://github.com/RandalLinden/DOOM-FX>

[7-13] Lost Frontier, a "realism" inspired gameplay mod for Strife, has been released
<https://forum.zdoom.org/viewtopic.php?f=43&t=69291>

[7-13] Anon shares two projects, a music randomizer featuring music from various megawads

<http://www.mediafire.com/file/3rttokitvwh421b/TheUltimateFloppy.zip/file>
And an edit of X-Weapons: Helstrum featuring only the weapons and slight control tweaks
<http://www.mediafire.com/file/yn4pbiltjisq15o/HelsturmNMedit.zip/file>

[7-11] Anon shares the first map for their megawad project, LoungeMEGA1.wad
<https://www.mediafire.com/file/mfhmnkumtmcg31v/LoungeMEGA1.wad/file>

[7-11] 1000 Lines 2 Community Project released
<https://www.doomworld.com/forum/topic/115653-1000-line-2-cp-rc1-out-now/>

[7-10] Anon shares a map, bigdig.wad
<https://www.mediafire.com/file/7bbj5xwdhm3tcvr/bigdig.wad/file>

[7-8] Anon shares a deathmatch map
<https://www.mediafire.com/file/mo2m5bim6lc3it5/FortLoungeDMFinalA.wad/file>

[7-5] Righthanded Doomguy spritefix
https://mega.nz/file/X50hXJYK#VdSHY0ON4ewTSsuoE_TkTsBUWkZL3-FE4zIJSxbRzPc

[7-3] Demo for Iron Assault is released
<https://forum.zdoom.org/viewtopic.php?f=19&t=68096>

[7-1] Mutagen Rapidem, a new single-level wad
<https://www.doomworld.com/forum/topic/115224-mutagen-rapidem-single-map/>

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JUNE 2020

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[6-27] The Quake arcade prototype has been finally cracked!
<https://github.com/mills5/quakeat-decrypted>
(with a playable out of the box version <https://mega.nz/file/kOpxkLIQ#Y0xm4uaVdKPuArrS9hh49SQb6Df9YspFIbBoJysPp0>)

[6-25] DBP 24 idgames out
https://www.doomworld.com/idgames/levels/doom2/Ports/d-f/dbp24_sb

[6-25] LTG followers update and Daina released
<https://forum.zdoom.org/viewtopic.php?f=43&t=67163&p=1157431#p1157431>

[6-25] There is a Chex GBA port based on GBADoom (Prboom)
<http://maomaogames.com/Archive/GBA/index.html>

[6-25] BTSX E1 is now on the Bethesda port.
<https://twitter.com/esselfortium/status/1276200037425569792>

[6-25] PillowBlaster updates some of his mods
<https://forum.zdoom.org/viewtopic.php?f=43&t=47494&start=1380#p1157405>
<https://forum.zdoom.org/viewtopic.php?f=43&t=29915&start=1680#p1157406>
<https://forum.zdoom.org/viewtopic.php?f=43&t=37066&start=2610#p1157404>

[6-23] Randy's Duke 3D port got a Switch release
<https://twitter.com/GearboxOfficial/status/1275460726346272768>

[6-21] Hearts of Demons - Revenant is now in Beta
<https://forum.zdoom.org/viewtopic.php?f=43&t=63173>

[6-20] Cold as Hell: less retarded & ammo zapping edition
<https://forum.zdoom.org/viewtopic.php?f=43&t=69044&sid=1482ee55c76edd77581e477de47e3677>

[6-16] Anon shares a map, '2h Map.wad'
http://www.mediafire.com/file/v5f5u77kc6rv8ci/2h_Map.wad/file

[6-14] Anon shares a map, 'rooms.wad'
<http://www.mediafire.com/file/oq3ghzni4m91bdt>

[6-14] Xdoom engine, fixes LinuxXDoom features
<https://github.com/so-sleepy/Xdoom>

[6-10] GZDoom 4.4.1 has been released
<https://github.com/coelckers/gzdoom/releases/tag/g4.4.1>

[6-10] Satanic Infestation v0.0.5 released
<https://www.doomworld.com/forum/topic/113234-satanic-infestation-open-iwad-project-current-version-v005-mapping-contest-bein-g-held/?page=14&tab=comments#comment-2133632>

[6-10] Q2 retexture project updated
<https://www.moddb.com/mods/quake-2-retexture-project/news/quake-2-retexture-and-relight-progress-1>

[6-10] cannonball posts release candidate for Return to Hadron Episode 3
<https://www.doomworld.com/forum/topic/114906-return-to-hadron-episode-3-rc1/?tab=comments#comment-2139913>

[6-10] Nicolas Monti releases Alpha Centauri, a new Doom 2 episode using Doom stock textures plus alpha textures
<https://www.doomworld.com/idgames/levels/doom2/a-c/centauri>

[6-10] Abandon, a Boom-compatible wad composed of large slaughter maps, has entered beta
<https://www.doomworld.com/forum/topic/108251-abandon-beta-is-here/>
<https://www.youtube.com/watch?v=Pzt0yIIEhY>

[6-5] Useful Wolf3D FAQ created
<https://faq.wolf3d.net/>

[6-5] Ion Fury dev is starting a map tutorial for Mapster32. Focused on IF, but should help with other games as well
<https://www.youtube.com/watch?v=l1day0eLWng&feature=youtu.be>

[6-1] Akeldama, 32-map megawad collaboration.
<https://www.doomworld.com/idgames/levels/doom2/megawads/akeldama>

[6-1] Spaceballs, the .wad
<https://www.doomworld.com/forum/topic/114797-dbp24-spaceballs-the-sequel-the-quest-for-more-dbp-maps/>

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MAY 2020

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[5-31] Egypt themed map for Hexen 2
<https://www.moddb.com/games/hexen-ii/addons/shifting-sands>

[5-28] Eternal Slayer, a new 3rd person melee mod.
<https://forum.zdoom.org/viewtopic.php?f=43&t=68667>

[5-28] Wrath Update 2+ Big Box
<https://youtu.be/VmJc5ReteFQ>

[5-28] DBP24 trailer released
<https://www.youtube.com/watch?v=y4rmaWofQP4>

[5-26] Pandemonia 2.0 released
<https://drive.google.com/file/d/1GKjW1ZGQkViW3MOBDxnyK3Sk41ynpv6S/view>

[5-25] The Force Engine was updated
<https://www.doomworld.com/forum/post/2133742>
<https://theforceengine.github.io/downloads.html>

[5-24] Smooth Blood released, its like Smooth Doom but for Blood
<https://www.moddb.com/mods/smoothblood>

[5-23] Punishment, an episodic replacement for the first Doom
<https://www.doomworld.com/forum/topic/114613-punishment-an-episode-1-replacement-for-doom/>

[5-23] Anon shares some Sandy Peterson videos
<https://www.youtube.com/watch?v=QwV3uwM19EY>
<https://www.youtube.com/watch?v=LISb1esFt0A>

[5-22] La Tailor Girl updated
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&start=405#p1152235>

[5-22] Dark Forces DeHacker updated to v1.3
<http://df-21.net/>

[5-22] Realm667 repository submissions are on hiatus
<https://www.realm667.com/index.php/en/home/archiv/17-site-news/2259-repository-submissions-on-hiatus>

[5-22] BuildGDX now runs Shadow Warrior as WangGDX
https://www.youtube.com/watch?v=laAUGs_3JJA

[5-20] Force Engine introduced, a Jedi Engine replacement for Dark Forces and Outlaws
<https://theforceengine.github.io/>
<https://www.doomworld.com/forum/topic/114497-the-force-engine-jedi-engine-portreplacement/>

[5-20] Doom 64 Morph Sound release
<https://www.doomworld.com/forum/topic/114534-morph-sound-64-enhancement-for-doom-64-ex-retribution-gec-master-edition-and-nightdives-re-release/>

[5-20] Universal Gameplay Tweaker released
<https://github.com/jekyllgrim/Universal-Gameplay-Tweaker/releases/tag/1.0>

[5-19] Sergeirocks100 is hosting a mapping contest for Satanic Infestation
<https://www.doomworld.com/forum/topic/113234-satanic-infestation-100-open-and-public-domain-iwad-project-current-version-v004-mapping-contest-being-held/?page=14&tab=comments#comment-2131841>

[5-19] Sandy Petersen will be doing an AMA on Reddit on May 20th
<https://twitter.com/SandyofCthulhu/status/1262477054689378304>

[5-19] Treasure Tech released.
<https://forum.zdoom.org/viewtopic.php?f=43&t=66995>
<https://www.youtube.com/watch?v=FfqaNccEinI>

[5-17] Plutonia's MAP30 completed in Pacifist by player named Pleymo
<https://cdn.discordapp.com/attachments/292367493043978254/711666425982615642/pl30p341.lmp>
This means all of Plutonia has been done pacifist now, 24 years after release.

[5-17] Anon makes a GzDoom map
<https://archive.org/details/theworstdoommap>

[5-17] Antares Reliquary is released/gets a release candidate
<https://www.doomworld.com/forum/topic/114478-rc1-antaresian-reliquary-a-compilation-of-community-project-levels/>

[5-17] Quake 2 XP updated to Chinese Plague edition
<https://www.moddb.com/mods/quake-2-xp/downloads/q2xp-1269-covid-edition>

[5-16] SNES Doom Modder back in business
<https://www.youtube.com/watch?v=-YSHvMt8z9U>

[5-15] Bolognese V3 release
<https://youtu.be/ckMgPrkZyE4>

[5-15] Deathless now a curated mapset on the Bethesda.net port
<https://twitter.com/JamesPaddock/status/1260949067775053827>

[5-14] Barely Breathing flamethrower footage
<https://www.youtube.com/watch?v=dLZ05Ni6uxs>

[5-12] Anon shows off their remake of an old wad called School Doom
<https://www.youtube.com/watch?v=1xHOc550YWs>

[5-12] Outpost N, a Quake 2 singleplayer map has been released
<https://twitter.com/Colonthreee/status/1260231966957481984>
<https://variableone.com/maps/wrongbase.zip>

[5-10] Endless Madness, an alleged 'jokewad/slaughterwad/power fantasy' for Doom 2
<https://forum.zdoom.org/viewtopic.php?f=19&t=67785>

[5-8] PR/GLBoom+ now defaults to showing armor color based on what you're wearing
<https://github.com/coelckers/prboom-plus>

[5-7] Turok 3 mouse injector + more for Mupen64Plus
<https://www.turokforums.com/index.php?topic=743.0>

[5-7] You can now create bots in Zandronum
<https://zandronum.com/forum/viewtopic.php?f=11&t=9941>

[5-7] More new content for Barely Breathing shown off
<https://www.youtube.com/watch?v=Ehxd0pnUV0Q>

[5-6] Live Though Doom updated, added crafting and weapon replacements
<https://www.moddb.com/mods/litdoom-survival-gameplay>

[5-6] Anon shares a new map, Bridge World
https://www.mediafire.com/file/9ez7nhad20x794e/bridge_world_20200605.wad/file

[5-6] New version of Nobody Told me About ID, a Doom mod inspired by Build Engine games
https://www.youtube.com/watch?v=_LzLpxuNwfU&feature=emb_title

[5-5] New update for Barely Breathing, a horror-themed mod
<https://www.youtube.com/watch?v=h9wZq4Eglas>

[5-4] Doom mod that lets you deform any Doom map
https://www.youtube.com/watch?v=1icgXmbBR_k

[5-2] Anon shares his newfag-friendly pack of Doom mods
<https://desuarchive.org/vr/thread/6390085/#6391483>

[5-2] ZCode, a language intended to replace Decorate (?)
<https://www.doomworld.com/forum/topic/114119-the-zdcode-booth/>

[5-2] "ClusterBloom is a compendium of rare maps with the craziest ideas you'll see in your whole life"
https://www.moddb.com/mods/clusterbloom/downloads/clusterbloom-ver1-667?fbclid=IwAR3-cvF7li4clqcfaG4501TJ0KoXLrmPGjuT7QnW_1dJz-66sFhJfx8mii0

[5-1] Austerity v3.0 RC1
<https://forum.zdoom.org/viewtopic.php?t=68428&p=1149505#p1149505>

[5-1] DBP23: Evil Egypt released
<https://www.doomworld.com/forum/topic/114095-dbp23-evil-egypt/>

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APRIL 2020

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[4-28] Anon shares a map, Sundered Citadel
https://mega.nz/file/ZnYiHKBa#6ZWeaLgeplV06PgCGmsPOL8_HyV1sSEETi8uCfb_VNo

[4-28] A new YouTube channel about mapping in Trenchbroom
<https://www.youtube.com/channel/UCMkmAYBVLAC9jGIUD4LjacA>

[4-28] Further work on a Doom port/remake on the Amiga 500
[YouTube] <https://www.youtube.com/watch?v=DvRpxpVRdEg>

[4-28] More Quake Champions rips, guns
<https://knockout.chat/thread/9182>

[4-25] Anon releases Desolate, a Doom 64 Map
<https://www.dropbox.com/s/8wwtv2o1ee355v3/Desolate.7z?dl=0>

[4-24] Anon shares a map, Funny Towers
<https://mega.nz/file/IA9ljB7B#kSBT3dW8CEsoyzVncKHwjDnkX0mBXPfxmERDImxRylU>

[4-24] Anon converts a few midi tracks using various soundfont banks
<https://desuarchive.org/vr/thread/6362815/#6369212>

[4-22] Doom Retro updated to version 3.5.5
<https://www.doomretro.com/>

[4-21] Trailblazer 1.5 is out
<https://forum.zdoom.org/viewtopic.php?f=43&t=47494&p=1148021#p1148021>

[4-19] Anon shares first map, Heavy March, looking for feedback
<https://mega.nz/file/GZ1RSKpY#UQ1CCbPEzfRYQssh2SbHr9bOFKIJFREPPz5--Aptqs>

[4-19] Refracted Reality mapset now available for download
<https://www.doomworld.com/forum/topic/113801-release-refracted-reality-rc1/>

[4-18] New companion mod by Skelegant, Gholazon X
<https://forum.zdoom.org/viewtopic.php?f=43&t=68239>

[4-17] Anon shares his first map for Blood, Shafted
<http://blood.freeminded.de/index.php?section=maps&id=619>
<https://archive.org/details/Shafted>

[4-17] Crispy Heretic is being maintained again
<https://www.doomworld.com/forum/topic/67168-crispy-doom-580-update-apr-17-2020/?page=59&tab=comments#comment-2116114>

[4-15] Cool Skies mini-episode 1 is officially released
<https://www.doomworld.com/forum/topic/113043-cool-skies-mini-episode-1-release/>

[4-14] New Chex Quest teased
<https://twitter.com/ChexMix/status/1250109904058077184?s=19>

[4-13] New mod for Blood: Trauma Therapy
<https://www.moddb.com/mods/blood-trauma-therapy>

[4-12] Anon shares new map, looking for feedback
https://mega.nz/file/3wQkRYaQ#Bef5au_79yvvU3rsBNNmYnoMmsSGJKtIZ2Et_wuXVX0

[4-11] Doom 4 Vanilla 3.1 released + MS-DOS Edition
<https://www.doomworld.com/forum/topic/108725-doom-4-vanilla-v31-new-update-ms-dos-version-released/?page=26&tab=comments#comment-2113332>

[4-9] Anon mirrors Realm667 website
<https://pastebin.com/VsM6GjD6>

[4-9] Sunder Map19 released
<https://www.doomworld.com/forum/post/2111859>

[4-9] National Videogame Museum 1:1 recreation in Doom
<https://www.doomworld.com/forum/topic/113196-national-videogame-museum-wad/>

[4-8] Anon map release, The Burning Wall
<https://ufile.io/jzx5arsx>

[4-8] Space Hunter updated to v1.2
<https://combine-kegan.itch.io/space-hunter>

[4-7] New Doom 64 map, Wretched
<https://www.doomworld.com/forum/topic/113381-wretched-doom-64-custom-map/>

[4-5] Raze 0.5.1 with all supported games
<https://drive.google.com/open?id=1sZoTTV1m3yMq9QWch9Rc8AMmUgofpFkd>

[4-5] Cerberon Plaguemaker, a new Quake 2 singleplayer map is here
<http://quakeulf.suxos.org/3d/maps/cerberon.zip>

[4-5] Doom 4 Vanilla 3.0 was released with Back to Saturn X compatibility
<https://www.youtube.com/watch?v=KqBvoHiEbmK>

[4-5] Dark Forces DeHacker updated to v1.1 with a lot of improvements:
<http://df-21.net/>

[4-5] Anon releases shitty Heretic mod:
<https://forum.zdoom.org/viewtopic.php?f=43&t=68063>

[4-5] D4V 3.0 update
<https://www.youtube.com/watch?v=KqBvoHiEbmK>

[4-3] Doosk Heretic Update:

<https://youtu.be/zB-leeoDaeY>

[4-2] Nash is developing a Universal Glory Kill mod
<https://youtu.be/0Nbm5-UjMLQ>

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MARCH 2020

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[3-31] BuildGDX updated to support Witchaven II and Duke 3D World Tour
<https://m210.duke4.net/index.php/downloads/download/8-java/53-buildgdx>

[3-31] Latest Doom console ports got another update, along with No End in sight
<https://twitter.com/bethesda/status/1245028022706724865>

[3-31] Reelism 2 announced
<https://forum.zdoom.org/viewtopic.php?f=19&t=68021>

[3-28] Mr Friendly got an update
<https://jp.itch.io/mr-friendly/devlog/130285/build-72-new-tool-new-writing-tuning-changes>

[3-24] Unreal Evolution, by the creator of GMDX, has just released:
[YouTube] <https://youtu.be/zQ66DILGer8>

[3-23] SiN remake in the works by 3DRealms and Nightdive:
<https://twitter.com/Freschism/status/1241812573848244224?s=19>

[3-19] Anon finishes Boom mapset:
<https://www.doomworld.com/forum/topic/112468-devils-grip-a-boom-compatible-episode-rc1-released/>
<https://www.dropbox.com/s/h4pyz6wu8xg1vu2/devilsgriprc1.wad?dl=0>

[3-19] Another Colourful Hell beta build for the brown tier is out:
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1142633#p1142633>

[3-19] SiN: Gold update is now available
<https://store.steampowered.com/newshub/app/1313/view/1805320783852701260>

[3-14] Part 3 of the Eviction episode for Blood released
<https://www.moddb.com/mods/eviction-addon-for-blood>
<https://www.youtube.com/watch?v=BCqVc2wdfUw>

[3-13] New episode of expansive Duke 3D mod Alien Armageddon released
<https://www.moddb.com/mods/duke-nukem-alien-armageddon/downloads/alien-armageddon-31-space-gladiators>

[3-13] Doom 4 Vanilla 2.5.9 has been released
<https://www.doomworld.com/forum/topic/108725-doom-4-vanilla-v259-new-version/?page=24&tab=comments#comment-2093390>

[3-13] DoomFrag has been released
<https://www.youtube.com/watch?v=nZUm00JDxoo>

[3-10] Doom 64's port will include a new episode
<https://www.usgamer.net/articles/exclusive-doom-64-devs-reveal-the-port-will-include-a-brand-new-chapter?>

[3-10] MetaDoom v666 "Titan" released
<https://forum.zdoom.org/viewtopic.php?p=1141138#p1141138>

[3-8] StickGuy In DooM updated
<https://forum.zdoom.org/viewtopic.php?f=43&t=66877>

[3-8] Doom 2 map "Ground Zero" updated
<https://forum.zdoom.org/viewtopic.php?f=42&t=67175>

[3-4] Quake 2 singleplayer map "Outer outer base" released
<https://twitter.com/Colonthreee/status/1234615435779301382>

[3-4] New trailer for Blood mod Eviction: The Hive
<https://www.youtube.com/watch?v=T0qcmqzSnQo>

[3-4] Colourful hell brown beta #4 released

<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1140216#p1140216>

[3-1] Wolfenstein 3D Retold First Preview
https://youtu.be/EvH_2fMTTFI

[3-1] Nobody Told Me About id updated to v0.2
<https://forum.zdoom.org/viewtopic.php?f=43&t=67319&sid=6866a7303fceaa0cd0c4dc2c9f2d0316&start=150#p1139967>

[3-1] the QC model rips were updated
<https://knockout.chat/thread/9182>

[3-1] DOOM console ports are on sale till March 2nd
<https://twitter.com/bethesda/status/1232796951030136832?s=19>

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FEBRUARY 2020

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[2-26] WRATH: Aeon of Ruin - Content Update #1 Trailer
https://www.youtube.com/watch?v=SNkcAWN6LOA&feature=emb_title

[2-24] Nobody told me about id updated to v0.1.8
<https://forum.zdoom.org/viewtopic.php?f=43&t=67319&start=120#p1139131>

[2-24] ZRadar released.
<https://gitlab.com/accensi/zradar>

[2-24] Someone ripped all of Quake champions models for use
<https://knockout.chat/thread/9182>

[2-24] A new Quake 2 neural upscale texture update has been released
<https://github.com/Calinou/quake2-neural-upscale/releases/tag/v2.0.0>

[2-24] Complex Clusterfuck 4.1 has been released
<https://hastebin.com/raw/lecocidofo>
<https://mega.nz/#F!LB91TKqI!ToGHXZx-4ipB0kL5tzo5Zw>
<https://drive.google.com/open?id=1Edp92Gr590NNd7rCLit5F8yrKm8y9SvJ>

[2-24] MetaDoom to change how inventory works and its Dehacked mapset compatibility
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010&sid=1bc7f630d04de675d528eb139da9d882&start=1695#p1139257>

[2-17] Kinsie has released stuff that he stopped working on, allowing people to pick the code for their own purposes
<https://forum.zdoom.org/viewtopic.php?f=19&t=67520>

[2-16] Doosk, a Dusk TC for Doom, has been released by AlphaEnt2.
<https://www.youtube.com/watch?v=Oo9E8axNJcM>

[2-16] Quality of life improvement small update on the LTG follower;
<https://forum.zdoom.org/viewtopic.php?f=43&t=67163&p=1134455#p1138185>

[2-15] Nobody told me about id updated to V0.1.5
<https://forum.zdoom.org/viewtopic.php?f=43&t=67319&start=75>

[2-15] New addon for Blood released using Nblood-specific features
<https://www.moddb.com/addons/no-hope-in-sight-demo>

[2-13] Double Impact is now officially curated
<https://twitter.com/bethesda/status/1228036917524094978?s=20>

[2-10] Nobody Told Me About id v0.1.2 - A Build Engine-styled mod
https://www.youtube.com/watch?v=8TMDyzC2ARg&feature=emb_title

[2-8] Russian Overkill hotfixed
<https://forum.zdoom.org/viewtopic.php?f=43&t=29915&p=1136358#p1136358>

[2-6] Bigger keys for Redneck Rampage
<https://forum.zdoom.org/viewtopic.php?f=354&t=67237>

[2-6] Rampancy, Yholl's new monster mod based around robots

<https://forum.zdoom.org/viewtopic.php?f=43&t=67193>

[2-5] Raze, a Build engine source port backed by GZDoom tech

<https://github.com/coelckers/Raze>

<https://www.youtube.com/watch?v=GT4mZUwuoXQ>

[2-5] Russian Overkill celebrates 10 years with a 3.0 release

<https://forum.zdoom.org/viewtopic.php?f=43&t=29915&p=1135514#p1135514>

[2-4] DBP20 released, an eight-map episode for Doom 2

<https://www.doomworld.com/forum/topic/111782-dbp20-dungeons-and-demons/>

[2-2] 32 level megawad Czechbox released

<https://www.doomworld.com/idgames/levels/doom2/Ports/megawads/czechbox>

[2-1] Jimmy, Dragonfly, AD_79, and MTrop will attempt to make an entire megawad in 24 hours while livestreaming the whole thing.

Stream starts 6:00 UTC, Feb. 8th

<https://www.doomworld.com/forum/topic/111094>

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JANUARY 2020

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[1-31] War Trophies updated to v1.1

<https://forum.zdoom.org/viewtopic.php?f=43&t=67054>

[1-30] MetaDoom in need of some testing for feedback

<https://forum.zdoom.org/viewtopic.php?f=43&t=53010&sid=9eda803bcd8d257f71290769acb19f74&start=1665#p1134341>

[1-30] La Tailor Girl follower mod released

<https://forum.zdoom.org/viewtopic.php?f=43&t=67163>

[1-29] Doom Eternal to allegedly not have any MTX

<https://youtu.be/7bw65h8yeXI>

[1-28] January Jump Jam released

http://celephais.net/board/view_thread.php?id=61832

[1-24] Champions monster randomizer is updated to v2.666

<https://forum.zdoom.org/viewtopic.php?f=43&t=60456>

[1-23] Kingpin: Life of Crime is getting a remaster under the title Kingpin: Reloaded. Set to release some time this spring.

https://store.steampowered.com/app/1224700/Kingpin_Reloaded/

https://www.youtube.com/watch?v=_B_kgepGyro

[1-21] The Half-Life series is free on Steam until the release of Half-Life Alyx in March

<https://store.steampowered.com/news/57848/>

[1-20] VDP Monster Randomizer gets an update

<https://www.doomworld.com/forum/topic/106432-vdp-monsterrandomizer-updated-january-20th/?page=2&tab=comments#comment-2069131>

[1-18] Mars 3D re-released with a full English translation

<https://mars3d-game.wixsite.com/index>

[1-14] Anon shares the maps for the now abandoned /vr/ Heretic Project

<https://archive.org/details/vrheretic>

[1-14] New Video, Doom add-on guide

<https://www.youtube.com/watch?v=ISSTfix7-iA&feature=youtu.be>

[1-14] New Doom Eternal Trailer

<https://www.youtube.com/watch?v=FkkIG9MA0vM>

[1-14] Bethesda interviews Romero

<https://slayersclub.bethesda.net/en/article/1vt4DnYWjlz6T8KbegBs8G/nods-to-mods-interview-john-romero>

[1-13] Port of prBoom to GBA

<https://github.com/doomhack/GBADoom>

[1-11] Sunder update adds in MAP18
<https://www.doomworld.com/forum/topic/46002-sunder-map18-emerges/>

[1-8] Death Wish for Blood is up to version 1.6.10
<https://www.moddb.com/mods/death-wish-for-blood/downloads/death-wish-160-updated-10-31-19>

[1-7] New Slayers Testament build is released
<https://youtu.be/KSco01sUzeo>
Don't bother with the discord link, have the direct links here:
>testament
https://drive.google.com/file/d/12l7nM_jgwURCHO5aiTiQgHtcu1VbnU2g/view?usp=sharing
>music
https://drive.google.com/file/d/1rLA4M64ZWBllyOPSHZ0_td0LgHwghl9G/view?usp=sharing
>demo patch
https://drive.google.com/file/d/1_qser-2BggAdcy1WCw-SrXs9PWm2Xd6c/view?usp=sharing

[1-6] GZDoom now updated to 4.3.1
<https://forum.zdoom.org/viewtopic.php?t=66882&p=1130828>

[1-5] 'Stickguy in Doom'
<https://forum.zdoom.org/viewtopic.php?f=43&t=66877>

[1-4] 'January Jump Jam' for Quake ongoing, making maps using the jump mod
http://celephais.net/board/view_thread.php?id=61803

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DECEMBER 2019

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[12-31] BuildGDX is up to v1.06
<https://m210.duke4.net/>

[12-31] TerminusEst13's Booster Mod released
https://www.youtube.com/watch?v=mKCSNSkxd_o

[12-31] Finnish Quake Map Jam, Menetettyjen Valtakunta (Realm of the Lost) released
https://www.quaddicted.com/reviews/smej_1.0.html

[12-29] Wastewater Station, a new Quake 2 map, is finally released!
variableone.com/maps/newcrash.zip (1.5mb)
<https://twitter.com/Colonthreee/status/1211331998968619008>

[12-28] Doomday Engine 2.2.0 released(Stable build) also its 20 years old birthday release (Dec 18 2000)
<http://talk.dengine.net/discussion/2768/doomsday-2-2-released-doomsday-blog>

[12-27]Quakewulf is working on the sequel of Sonic Mayhem for Quake 2
<https://twitter.com/Colonthreee/status/1210389071027150848>

[12-27]Doom Shinobi announced for spring 2020.
[YouTube] <https://www.youtube.com/watch?v=Ntc-DrD4LNY>

[12-26]Unit released for Q2RTX only
<https://www.moddb.com/games/quake-2/addons/skyscraper-rtx-version>

[12-25]Samsara gets a new release with Ian Paul Freeley
<https://forum.zdoom.org/viewtopic.php?f=43&t=61431>

[12-24]Syringe, a 6 map limit-removing* mapset from Pavera, Tarnsman, Marcaek, & Xaser
<https://www.doomworld.com/forum/topic/110956-syringe-v10-6-reality-bending-lim-rem-maps/>

[12-23]Heretical Doom 1.4 and HDMonsters 0.4 have been released:
<https://forum.zdoom.org/viewtopic.php?f=43&t=56762>

[12-23]Quake 2 beta PBR Textures released
<https://www.moddb.com/mods/quake-2-pbr-texture-pack/downloads/overrides>

[12-19] Quake Christmas Jam 2019 Released
http://celephais.net/board/view_thread.php?id=61808

[12-17] Clusterfuck 4.0 released.
<https://drive.google.com/drive/folders/1Edp92Gr590NNd7rCLit5F8yrKm8y9SvJ>

[12-16] Someone is working on a FreeDoom equivalent for Quake called LibreQuake
<https://github.com/MissLav/LibreQuake>

[12-16] Bury My Heart Knee Deep completed.
<https://www.doomworld.com/forum/topic/102605-bury-my-heart-knee-deep-final-version-121519/>

[12-15] DBP18 RC2 Released
<http://doomer.boards.net/thread/1587/dbp18-umbral-platinum>

[12-13] Someone working on a Quake 2 Upscaled pack
<https://twitter.com/HugoLocurcio/status/1202730353942814720>
<https://github.com/Calinou/quake2-neural-upscale>

[12-13] BuildGDX v1.05 released with PC Powerslave/Exhumed support
<https://m210.duke4.net/>

[12-10] La Tailor Girl beta #3 available
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&start=405#p1127571>

[12-10] Doom Delta updates
<https://forum.zdoom.org/viewtopic.php?f=43&t=52262&start=570#p1127423>

[12-8] Kinsie throws up an update for Deathmatch Simulator
<https://forum.zdoom.org/viewtopic.php?f=19&t=66264&sid=56705334c3293a2ffdce5fbc3b15c1ac&start=30#p1127273>

[12-7] A beta for Akeldama, a vanilla-compatible megawad, has been released
<https://www.doomworld.com/forum/topic/103867-akeldama-first-beta-released/>

[12-5] GMOTA 1.4 released
<https://combine-kegan.itch.io/gmota>

[12-4] Nova 3, a 32 level megawad
<https://www.doomworld.com/forum/topic/98624-nova-iii-rc1-available/>

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NOVEMBER 2019

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[11-28] Defrag World Cup 2019
<https://dfwc.q3df.org/comp/dfwc2019/>

[11-26] French Meat 2 for Blood released
<https://www.moddb.com/mods/french-meat-2>

[11-22] Wrath: Aeon of Ruin is now in Early Access
<https://twitter.com/3DRealms/status/1197892935867666433?s=19>

[11-21] Death Wish for Blood updated to version 1.6.9
<https://www.moddb.com/mods/death-wish-for-blood>

[11-21] Port of PC version of Powerslave/Exhumed released
<https://forums.duke4.net/topic/10872-pcexhumed-exhumedpowerslave-pc-port>

[11-17] ZSDF editor anon releases AceToolkit
<https://gitlab.com/accensi/acetoolkit>

[11-17] Shrine, a total conversion for Doom II
<https://www.moddb.com/mods/shrine>

[11-15] Triune Discovery and Jump Boots for Quake have released
http://celephais.net/board/view_thread.php?id=61791

[11-13] Andy Olivera steps down from maintaining DSDA, new site available
<http://doomedsda.us/news.html>
<https://dsdarchive.com/>

[11-12] ZMovement 3.0 released earlier this month
<https://forum.zdoom.org/viewtopic.php?f=43&t=65095>

[11-12] D4T 2.5 slated for a November 16th release
<https://www.youtube.com/watch?v=122kIRWFI5A>

[11-14] Death Wish for Blood updated to 1.6.8
<https://www.moddb.com/mods/death-wish-for-blood>

[11-6] DBP17 RC2 released, an Aliens-themed mapset
<https://www.doomworld.com/forum/topic/110070-dbp17-alone/>

[11-4] MORTIS, a gameplay mod
<https://forum.zdoom.org/viewtopic.php?f=43&t=66279>

[11-4] BlooM, a Doom/Blood crossover
<https://forum.zdoom.org/viewtopic.php?f=19&t=66261>

[11-4] GMOTA 1.3 scheduled for the 15th this month
<https://www.youtube.com/watch?v=YIACyDExUj8&feature=youtu.be>

[11-2] Kinsie releases a WIP of 'Deathmatch Simulator'
<https://forum.zdoom.org/viewtopic.php?f=19&t=66264&sid=3421fd12811cbd9c13bc2ff851980cae>

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OCTOBER 2019

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[10-31] Death Wish for Blood updated to 1.6.7
<https://www.moddb.com/mods/death-wish-for-blood>

[10-31] Quake Halloween Jam 2 out now
http://www.celephais.net/board/view_thread.php?id=61786

[10-31] Doom 4 Vanilla v2.3
<https://www.youtube.com/watch?v=wH4bU3wWAXI>

[10-29] Guncaster Vindicated updated to 3.2.0
<https://m.youtube.com/watch?v=eD8gPMaGc7E>

[10-29] Guncaster updates to 3.5.7
<https://forum.zdoom.org/viewtopic.php?f=43&t=37066&sid=69353dbf78756b18deee151bc797cd60>

[10-28] New Blood addon 'Fleshed Out'
<https://www.moddb.com/mods/blood-fleshed-out/downloads/fleshed-out-1-0>

[10-25] jcr shamelessly self-promotes his Q1 map curation
https://www.youtube.com/watch?v=rqp_DyDgxjw

[10-22] Doom Tournament and Doomreal 1.0 now available
<https://forum.zdoom.org/viewtopic.php?f=43&t=60759>
<https://forum.zdoom.org/viewtopic.php?f=43&t=65969>

[10-21] GZDoom updates to 4.2.3
<https://forum.zdoom.org/viewtopic.php?t=66171&p=1122190#p1122190>

[10-21] Zandronum updated to 3.0.1
<https://zandronum.com/forum/viewtopic.php?f=8&t=9775>

[10-21] Colorful Hell's 'Brown beta 2' released
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1122162#p1122162>

[10-19] Doom II Retrospective by Clint LGR
<https://www.youtube.com/watch?v=pNtHwWVXbDI>

[10-14]Jon st.Jon (duke nukem) is doing the voice for postal dude in postal 4
<https://www.dualshockers.com/postal-4-no-regrets-reveal-early-access-launch/>

[10-13]Freedoom 0.12.0 has been released
<https://freedoom.github.io/>

[10-13]Doom 4 Vanilla updated to 2.0
brings in an entire new optional weapon set.
<https://www.doomworld.com/forum/topic/108725-doom-4-vanilla-v20-new-extra-weapons/>

[10-8] Bury My Heart Knee Deep finished.
<https://www.doomworld.com/forum/topic/102605-bury-my-heart-knee-deep-updated-10819/>

[10-8] Doom Eternal delayed until March 20, 2020
<https://twitter.com/DOOM/status/1181569967562612736>

[10-2] Bobby Prince suing Greasy Bastard over unpaid royalties from DN3D World Tour
<https://www.pcgamer.com/duke-nukem-3d-composer-sues-randy-pitchford-gearbox-and-valve/>

[10-1] Some new Hexen maps
<https://www.moddb.com/games/hexen/addons/lepistus>
<https://forum.zdoom.org/viewtopic.php?f=42&t=65993>

[9-30] Kaiser developing a ROTT source port
<https://twitter.com/SVKaiser/status/1178453896123109376>

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SEPTEMBER 2019

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[9-29] AMC TC v3.6 released, supports OpenGL
<https://www.moddb.com/games/the-amc-tc/downloads/the-amc-tc-episodes-1-2-and-3>

[9-29] DBP17 mapping to start next month, with an Aliens or horror theme
<http://doomer.boards.net/thread/1567/ti-community-dbp17>

[9-29] Yet another beta release for Colorful Hell
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1119980#p1119980>

[9-27] Night Time Terror, 6 map demo
<https://www.doomworld.com/forum/topic/109137-night-time-terror-6-map-demo-final-update-hopefully/>

[9-27] Doom Delta v2.2 preview
https://www.youtube.com/watch?v=cNNo_bQfIV0

[9-26] Masters of Doom television series casts Carmack and Romero
<https://www.pcgamer.com/the-masters-of-doom-television-series-casts-carmack-and-romero/>

[9-26] Bloodicide, 8 levels for GZDoom has updated
<https://www.doomworld.com/forum/topic/107960-bloodicide-~8-levels-for-gzdoom/>

[9-23] Gameplay mod Supercharge released
<https://www.doomworld.com/forum/topic/109107-supercharge-gzdoom-resourcegameplay-mod/>

[9-23] Sigil has been updated to version 1.21
<https://www.romerogames.ie/sigil>

[9-22] The Way of Ira for Blood is out
<https://www.moddb.com/mods/the-way-of-ira>

[9-16] A new build of Slayer's Testament released
<https://knockout.chat/thread/95/30#post-119111>

[9-11] SgtMark's first dev diary of VietDoom
<https://www.youtube.com/watch?v=3nRlb3WmRJo>

[9-9] ZeroMaster completed MAP07 of Plutonia on UV Pacifist

<https://www.youtube.com/watch?v=9MnFyHjgJgk>

[9-5] Could You Would You in a Box released

<https://www.dropbox.com/s/yh5xig7vrvobnqh/Could%20You%20Would%20You%20In%20A%20Box.zip?dl=1>

[9-3] Doom4 Vanilla updated to 1.1, MS-DOS version released

<https://www.doomworld.com/forum/topic/108725-doom-4-vanilla-new-v11-ms-dos-edition/>

[9-1] Colorful Hell update

<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1117225#p1117225>

[9-1] Doom 4 Vanilla released

<https://www.doomworld.com/forum/topic/108725-doom-4-vanilla-dehacked-project/>

[9-1] OTEX, a resource of textures and flats released

<https://www.doomworld.com/forum/topic/103426-otex-texture-set-%E2%80%93-update-version-10-released/>

[9-1] Fraggles 'Miniwad' released

<https://www.doomworld.com/forum/topic/108721-miniwadwad-a-minimalist-iwad>

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AUGUST 2019

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[8-29] Joe Rogan interviews John Carmack

<https://youtu.be/udIMSe5-zP8>

[8-27] Anon releases his unfinished project, free for cannibalizing

<https://gofile.io/?c=7iv0Zp>

[8-26] Ion Fury devs claim upcoming patch is not censoring content

<https://steamcommunity.com/games/562860/announcements/detail/1616150570017627014>

[8-25] Final Doomer 3.1 releases with Hellbound, Alien Vendetta, and Whitemare-themed weapon sets

<https://forum.zdoom.org/viewtopic.php?f=43&t=55061>

[8-23] Paradise v2 final version out

<https://www.doomworld.com/forum/topic/106058-paradise-v2-final-version-8222019/>

[8-23] Doom Mobile RPG page taken down, reuploaded to Mega

<https://mega.nz/#!Y7AjEawA!Ta2RQuOC235v0wQoLtVR7HJoN7bsiawkujSlq8A1Da4>

[8-22] James and ClintLGR made an Chex AVGN video

<https://www.youtube.com/watch?v=Vg0y9i5E7nY>

[8-22] Anon uploads obscure retro FPS'

<https://drive.google.com/open?id=1ppJLNvQEPfP4FsOCQBak1TMvPUIswCac>

[8-21] SM200 for Quake released, mixed themes

http://celephais.net/board/view_thread.php?id=61762

[8-20] Anon releases his commercial shovelware compilation, all extracted

<https://drive.google.com/open?id=17fEEr969NzxgqPBVI0M0stXZxTjegRbZ>

[8-18] Hell-Forged released

<https://twitter.com/AmuscariaArts/status/1162968692357025792>

[8-17] Oni gameplay mod Naku Naru 1.1 relesed

<https://forum.zdoom.org/viewtopic.php?f=43&t=65276>

[8-15] 'Out for Blood', an episode of Blood maps

<http://www.blood.freeminded.de/index.php?section=episodes&id=612>

[8-15] Anon map release: Bloody Pulp.wad

<https://mega.nz/#!Nsx1XCjL!o1qx7szJI0dVCguEITpWLudg9gZ-Dj3AsBWFEj01Sto>

[8-14] Anon map release, he wants feedback

<https://www.mediafire.com/file/dzwap1o46z2uf87/testmap.wad/file>

[8-13] Anon shares more Doom books
<https://pastebin.com/tHE6PCUr>

[8-12] Legion of Bones, a spooky monster pack balanced around vanilla
<https://forum.zdoom.org/viewtopic.php?f=43&t=65583>

[8-12] Anon makes a Linux CLI launcher script for GZDoom
<https://pastebin.com/kQVs46z3>

[8-12] System Shock 2 Enhanced Edition by Nightdive announced
<https://twitter.com/NightdiveStudio/status/1160740078685057025>

[8-11] Dial-up for Murder releases some Doom-inspired MIDI's, for free use in projects
<https://dialupformurder.bandcamp.com/album/midi-nightmares>

[8-7] Blood: Fresh Supply updates effectively discontinued
<https://imgur.com/Eexiyzi>

[8-7] A recent list of old websites hosted by Doomworld
<https://www.doomworld.com/forum/topic/107986-dws-old-hosted-sites/>

[8-5] DBP14: After the Fall RC3/final release
<https://www.doomworld.com/forum/topic/107872-dbp14-after-the-fall/>

[8-5] Anon Doom map release: Lumber Lordosis
<https://archive.org/details/lumberlordosis>

[8-3] Assets from id's mobile games exported
<https://www.doomworld.com/forum/topic/101479-sprites-and-textures-extracted-from-id-mobile-games-now-with-orcs-elves-2-and-doom2-rpg-brew-resources/?page=2&tab=comments#comment-2013695>

[8-3] Golden Souls 3 demo released
<https://forum.zdoom.org/viewtopic.php?f=19&t=65056>
<https://youtu.be/QfJAGY-giA>

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JULY 2019

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[7-27] AMC TC v3.5 released, receives a massive art overhaul
<https://www.moddb.com/games/the-amc-tc>

[7-26] Doom 1, 2 (Including Master Levels), & 3 now available on Nintendo Switch, Playstation 4, & Xbox One
<https://twitter.com/DOOM/status/1154788818970714112>

[7-21] Mapping contest with \$250 prize: make a Prey 1996-themed map within one of numerous games
<http://talonbrave.info/?p=1801>

[7-20] Quake SM199 - five maps made by teams of two mappers
http://www.celephais.net/board/view_thread.php?id=61754

[7-19] Tim Willits leaves id Software, after being at the company for 24 years
<https://twitter.com/TimWillits/status/1151870022421241857>

[7-18] Aleph One may be getting better mouse support
<https://github.com/Aleph-One-Marathon/alephone/releases/tag/release-20190331>

[7-17] Copper Quake updates to 1.05
<http://lunaran.com/copper/index.html>

[7-17] Mapwinch RC1 released - 30 mappers randomly paired with each other to make 15 maps
<https://www.doomworld.com/forum/topic/107249-come-eat-the-mapwich-a-collaborative-community-project-rc1-available/>

[7-12] Ion Maiden deflowered into Ion Fury
<https://steamcommunity.com/games/562860/announcements/detail/1619524466602443850>

[7-8] New beta release for La Tailor Girl
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&start=390#p1110538>

[7-4] Alien Bastards! a new Doomer Boards mapset inspired by Alien Carnage
<http://doomer.boards.net/thread/1541/dbp13-alien>

[7-3] Quake Speedmapping Pack 198: 768 ^ 2
http://www.celephais.net/board/view_thread.php?id=61748

[7-1] Anon updates 'Demon CounterStrike' to fix Rocket Launcher spawns
<https://desuarchive.org/vr/thread/5701806/#5702668>

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JUNE 2019

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[6-29] Anon map release: TESTINGGROUND.wad
<https://www.dropbox.com/s/ehkggu5q3p4n8jp/TESTINGGROUND.wad?dl=0>

[6-28] Masters of Doom to get a dramatized TV adaptation
<https://www.pcgamer.com/james-and-dave-franco-are-producing-a-television-show-based-on-masters-of-doom/>

[6-27] 'Vanilla Doom Plus', a monster variant randomizer balanced closer to vanilla
<https://www.doomworld.com/forum/topic/106432-vanilla-doom-plusmonster-randomizer-updated-june-25th40-added-monsters/>

[6-22] /vr/ is hosting it's own Quake mapping project! GET IN HERE FAGETS

[6-20] Copper for Quake released: a vanilla+ mod (includes optional map pack)
<http://lunaran.com/copper/index.html>

[6-17] Coffee Quake released, 76 speedmaps in 4 episodes
http://celephais.net/board/view_thread.php?id=61745
https://www.youtube.com/watch?v=Yu_p8iwL2Vw&feature=youtu.be

[6-15] Guncaster 3.3 released
<https://www.youtube.com/watch?v=xcUHPmb76do>

[6-15] Doom the Golden Souls 3 announced
<https://www.youtube.com/watch?v=rivZEQ2mNFg>

[6-15] MetaDoom player feedback survey
<https://docs.google.com/forms/d/e/1FAIpQLSfRZWx1kN9FpAShfjXcmS9Co9MNTYWLwD-hupYfhAduD5334g/viewform>

[6-13] FUNC- Sm197 Six Textures released
http://www.celephais.net/board/view_thread.php?id=61741

[6-9] FUNC- New levels for Quake 1 & 2, Sonic Mayhem updated
http://www.celephais.net/board/view_thread.php?id=61740
http://www.celephais.net/board/view_thread.php?id=61739

[6-9] SUNDER released a new update
<https://www.doomworld.com/forum/topic/46002-sunder-update-is-here-four-new-maps-not-a-joke/>

[6-9] Doom Eternal shown at E3
<https://www.youtube.com/watch?v=2HOClc6Svg4>

[6-9] New MetaDoom update
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010&start=1590#p1107375>

[6-9] Mr. Friendly updated
<https://jp.itch.io/mr-friendly>

[6-9] Digital Foundry review about Quake 2 RTX; explains a lot of shit about the source port
<https://www.youtube.com/watch?v=r9vXz9-C-AY>

[6-8] Q2 RTX Models for Q2XP
<https://www.moddb.com/mods/quake-2-xp/addons/q2rtx-models-for-q2xp>

[6-8] Anon updates Smooth Doom Lite

<https://mega.nz/#!f5MAmQ5J!ADzufTEZ2COW5xRlblSrxZ42Qw3h-UU-Jjbe5wGN3il>

[6-7] GZDoom 4.1.3 released
<https://forum.zdoom.org/viewtopic.php?f=1&t=64964>

[6-6] Fresh Supply keeps getting updated (1.9.5)
<https://steamcommunity.com/gid/103582791464555909/announcements/detail/1610514097382812678>

[6-6] Quake 2 RTX released
https://store.steampowered.com/app/1089130/Quake_II_RTX/

[6-4] Into The Storm - DBP12 Released
<http://doomer.boards.net/thread/1524/ti-doom-storm-dbp12-released>

[6-4] Sigil Buckethead MIDIs
<http://www.mediafire.com/file/t99msapgk9t34gd/bucketmidi.zip/file>

[6-2] Sigil updated to 1.1
<https://twitter.com/romero/status/1134501030887153666>
<https://pastebin.com/p2GMUSRE> (Changelog)

[6-2] Some Consolation Prize updates
<https://forum.zdoom.org/viewtopic.php?f=19&t=55298&start=120#p1106075>
<https://forum.zdoom.org/viewtopic.php?f=19&t=55298&start=120#p1105205>

[6-1] Wadsmoosh updated, now supports Sigil
<https://jp.itch.io/wadsmoosh/devlog/83752/wadsmoosh-11>

[6-1] 64-bit version of OBLIGE
<https://forum.zdoom.org/viewtopic.php?f=44&t=64879>

[6-1] SIGIL now officially available for download
<https://www.romerogames.ie/si6il>

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MAY 2019

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[5-28] METADOOM has moved over to Zscript, SIGIL supported, Testers needed
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010>

[5-28] New LTG beta release
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&p=1105508#p1105508>

[5-27] Quake 2 RTX Release date in June 6
<https://www.youtube.com/watch?v=unGtBbhaPeU>

[5-26] SIGIL has been leaked, check the MEGA links in the OP

[5-23] Chex Quest 3 has been re-released officially
<https://www.youtube.com/watch?v=FPBylugoiM0>

[5-22] SIGIL is shipping
<https://twitter.com/romero/status/1131200733192380417>

[5-21] Redemption Of The Slain is getting a no BD version
<https://forum.zdoom.org/viewtopic.php?f=42&t=64768>

[5-21] Cyrgoth's Manor -a 7 Level Hub FOR Hexen has been released
<https://www.doomworld.com/forum/topic/106379-hexen-cyrgoths-manor-7-level-hub/>

[5-19] Unbeliever, heretic megawad has been released
<https://www.doomworld.com/forum/topic/105690-unbeliever-a-heretic-megawad-release-candidate/>

[5-18] BuildGDX update with FOV slider and other fixes, now supports Duke Nukem
<https://m210.duke4.net/>

[5-16] REKKR updated to v1.16

<http://manbitesshark.com/>

[5-15] GZDoom 4.1.2 released
<https://forum.zdoom.org/viewtopic.php?f=1&t=64701>

[5-12] Quake 1 sounds remastered
http://celephais.net/board/view_thread.php?id=61714

[5-10] Nightdive's BLOOD remaster released
<https://www.youtube.com/watch?v=Da8x89BBjI8>

[5-9] Sigil delay entirely on the disk
<https://www.doomworld.com/forum/topic/103430-sigil-new-romero-megawad-for-may-2019/?page=47>

[5-7] Two more Quake map jams, SM196 and Map Jam X
http://www.celephais.net/board/view_thread.php?id=61717
http://celephais.net/board/view_thread.php?id=61718

[5-5] GZDoom 4.1.1 released
<https://forum.zdoom.org/viewtopic.php?f=1&t=64582>

[5-3] Introducing SM195, seven Quake speedmaps made in 24 hours
http://www.celephais.net/board/view_thread.php?id=61715

[5-1] Release of GZDoom 3.8.0 Vintage
<https://forum.zdoom.org/viewtopic.php?f=1&t=64521>

[5-1] Memoirs of Magic now fully released
<https://forum.zdoom.org/viewtopic.php?f=19&t=50250&start=465#p1101659>

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APRIL 2019

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[4-29] Hell-Forged updated to 0.9, Episode 1 fully playable
<https://forum.zdoom.org/viewtopic.php?f=19&t=13397>

[4-27] Introducing Lt. Typhon, a new mod from the maker of Baradoom and Nun with a Gun
<https://forum.zdoom.org/viewtopic.php?f=43&t=64378>

[4-23] Jimmy releases Faithless, a Hexen-style hub mapset for Heretic
<https://forum.zdoom.org/viewtopic.php?f=42&t=64411>

[4-19] NBlood updated
<https://github.com/nukeykt/NBlood/releases/tag/v1.01>

[4-17] Grezzo Due 2 revealed
<https://www.doomworld.com/forum/topic/105657-grezzodue-2-has-been-revealed-to-the-public/>

[4-16] RemasterSFX repackaged in .wad format for maximum compatibility. With some bonus goodies.
<https://www.doomworld.com/forum/topic/105645-remastersfx-in-wad-format/>

[4-13] Pandemonia updated to 1.1
<https://forum.zdoom.org/viewtopic.php?f=43&t=60984>

[4-13] NULL: Face to Face 3 map demo
<https://forum.zdoom.org/viewtopic.php?f=19&t=59100&sid=a0e472434de5d8d24ed0e2aad72aa4ed&start=15#p1099526>

[4-8] MetaDoom updated to v5.3
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010&sid=02bf2fae2438f0dcd3b36503f87ae744&start=1545#p1098655>

[4-7] GZDoom 4.0 formally released, with alpha Vulkan support
<https://forum.zdoom.org/viewtopic.php?f=1&t=64188>

[4-7] 'Doom with Sprinkles' 1.0
<https://forum.zdoom.org/viewtopic.php?f=43&t=64173>

[4-4] New vanilla mapping trick allows for voodoo doll conveyor belts

<https://www.doomworld.com/forum/topic/105364-did-you-know-you-can-make-a-voodoo-conveyor-belt-in-vanilla-doom/>

[4-2] Switcher-Heretic project looking for mappers, remaking levels in Doom
<https://www.doomworld.com/forum/topic/105315-community-project-switcher-heretic/>

[4-1] Plutonia 3 announced as an actual thing, not an April Fool's
<https://www.doomworld.com/forum/topic/105326-plutonia-3-boom-compatible-megawad/>

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MARCH 2019

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[3-30] BloodGDX author binds his Blood, Tekwar, and Witchaven ports together as BuildGDX
<https://m210.duke4.net/index.php/downloads/download/8-java/53-buildgdx>

[3-26] SM194 for Q1 released; 14 maps each on a 64 unit grid
http://celephais.net/board/view_thread.php?id=61702

[3-26] Anon map release: Phobos Station
<https://mega.nz/#!Sy5hGaKC!d16N4GKXcOYthn2ONDXw9d5DOC0maoMZatR2ruo0XBM>

[3-26] Doom Eternal confirmed for a Steam release
<https://twitter.com/bethesda/status/1110225138979651584>

[3-24] James 'Jimmy' Paddock providing music for Romero's Sigil
<https://twitter.com/JamesPaddock/status/1109737028571164672>

[3-21] Hedon released, a standalone game using GZDoom
<https://forum.zdoom.org/viewtopic.php?f=19&t=56480>

[3-21] A Quake 2 RTX implementation project now taken all the way by Nvidia
<https://www.pcgamesn.com/nvidia/quake-ii-rtx-nvidia-ray-tracing>

[3-20] Recent gameplay footage of Nightdive's System Shock remake
<https://www.youtube.com/watch?v=JdialRkjpl0>

[3-19] id Software to release Doom Eternal on Google Stadia

[3-18] System Shock 3 teaser premiered at GDC
<https://youtu.be/j-cFOyeT7E>

[3-16] WitchavenGDX & TekwarGDX updated as part of beta BuildGDX multilauncher
<http://m210.duke4.net/>

[3-14] Google announces id software's presence at GDC
<https://twitter.com/googledevs/status/1105964410168721409>

[3-12] Trailer released for DOOM ANNIHILATION, another live-action Doom movie
<https://www.youtube.com/watch?v=mDF9CPwSvFA>

[3-9] Zanieon releases MMDCXIV, feature one large map with three more to come
<https://forum.zdoom.org/viewtopic.php?f=42&t=53887>

[3-9] DoomRL Arsenal finally gets a new update, adding in the new PDA, HUD, and some new monsters
<https://forum.zdoom.org/viewtopic.php?f=43&t=37044>

[3-7] 3D Realms announces Wrath, a new game made on Darkplaces
<https://twitter.com/3DRealms/status/1103627856201113601>

[3-7] SM193 for Quake released, themed on white castles
http://celephais.net/board/view_thread.php?id=61697

[3-7] AMC TC Episode 3 released
<https://www.moddb.com/games/the-amc-tc/downloads/the-amc-tc-episodes-1-2-and-3>

[3-7] Author of gameplay mod Hell Caliber looking for playtesting and feedback
<https://forum.zdoom.org/viewtopic.php?f=43&t=62535>

[3-5] TNT 2: Devilution is almost done
<https://www.doomworld.com/forum/topic/104882-tnt-2-devilution-clean-thread-new-updates/>

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FEBRUARY 2019

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[2-26] Dimension of the Boomed sequel 'Realm of Z-Magic' teaser demo released
<https://www.doomworld.com/forum/topic/104723-the-realm-of-z-magic-teaser-demo/>

[2-24] Chex Quest HD trailer
<https://www.youtube.com/watch?v=JDbIwrDDGc8>

[2-22] Powerslave EX mouse fix for Windows 10
<https://community.pcgamingwiki.com/files/file/1218-powerslave-ex-fix/>

[2-16] Bungie's Pathways Into Darkness rebuilt in Aleph One
<http://simplici7y.com/items/aleph-one-pathways-into-darkness>

[2-21] SM192 released for Quake released
http://celephais.net/board/view_thread.php?id=61692

[2-19] Colorful Hell updated to 0.96, introducing a new tier and more
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&start=705#p1092145>

[2-18] SIGIL delayed until April
<https://rome-ro.squarespace.com/news/2019/2/16/sigil-update>

[2-13] NBlood released, an open-source port of Blood modeled off EDuke32
<https://twitter.com/nukeykt/status/1095422953334857728>

[2-10] Evilternity updated to final release
<https://www.doomworld.com/forum/topic/103425-final-release-eviternity/>

[2-9] BTSX E3 screenshots
<https://www.doomworld.com/forum/topic/104557-back-to-saturn-x-episode-3-wip/>

[2-9] Quake2XP receives an update
<https://www.moddb.com/mods/quake-2-xp/downloads/quake2xp-1269-beta2>

[2-8] Sunder and Deus Vult II resume development
<https://www.doomworld.com/forum/topic/45774-dvii-second-edition-underway-its-time/?do=findComment&comment=1960915>
<https://www.doomworld.com/forum/topic/46002-sunder/?do=findComment&comment=1961207>

[2-8] XLEngine on Github
<https://github.com/Mindwerks/XLEngine>

[2-8] New DBP project: Mindblood Genesis
<https://www.doomworld.com/forum/topic/104171-mindblood-genesis-dbp08-released-a-limit-removing-project-from-doomer-boards/>

[2-5] Doomba - Roombas used for mapping
<https://www.doomworld.com/forum/topic/103677-roomba-mod-will-map-your-house-and-then-make-it-into-a-doom-map/>

[2-3] Anon map release: SCRAP
<https://www.mediafire.com/file/1cbnp4m1c9w1auu/SCRAP.wad/file>

[2-2] Neural-upscaled textures for Quake 2
<https://www.moddb.com/games/quake-2/addons/quake-2-upscaled-pack>

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JANUARY 2019

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[1-26] Odamex 0.8.0 released, now using SDL2
<https://odamex.net/boards/index.php/topic,3182.0.html?PHPSESSID=vtj14rfqgmd8se632212rcooq4>

[1-22] Hexen Neural Upscale textures
<https://www.doomworld.com/forum/topic/103770-hexen-neural-upscale-08012018/>

[1-22] BloodGDX v0.798 released
<https://m210.duke4.net/index.php>

[1-22] SM191 for Quake, a mapset inspired by classic
http://www.celephais.net/board/view_thread.php?id=61678

[1-21] Trenchboom adds experiment support for Quake III
<https://github.com/kduske/TrenchBroom/releases>

[1-21] GZDoom 3.7.2 released:
<https://forum.zdoom.org/viewtopic.php?f=1&t=63346>

[1-19] Somebody tries implementing RTX tech into Quake 2
<https://www.youtube.com/watch?v=vrq1T93uLag>

[1-16] Anon sharing 'Quake Revitalization Project' files
<https://pastebin.com/EynaZ460>

[1-14] 'Quake 1.5' gameplay mod beta released
<https://www.moddb.com/mods/quake-15/news/quake-15-sp-beta>

[1-14] Zanieon releases Doom Church Album
<http://www.mediafire.com/file/qblowc7ts7fdqyd>
<https://www.youtube.com/watch?v=XdgwYYADH4Q&list=PLIL5wx-DD9NGSPFzz8TAfLssfm-LiftM9>

[1-14] 'Quake 1.5' mod beta release coming on the 18th
<https://www.youtube.com/watch?v=QWJFudlrgvo>

[1-7] Discharge, a 9-level wad for ZDoom
<https://forum.zdoom.org/viewtopic.php?f=42&t=63169>

[1-1] GZDoom 3.7.1
<https://forum.zdoom.org/viewtopic.php?f=1&t=63098>

[1-1] SM190 - Six Textures released for Quake
http://www.quaketastic.com/files/single_player/speed_maps/sm190_pack.zip

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DECEMBER 2018

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[12-31] La Tailor Girl updated to 1.70H
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&p=1085657#p1085657>

[12-31] PortaDOOM Cacowards 2018 Released
<https://github.com/Kroc/PortaDOOM/releases/>

[12-30] 100 Minutes of /vr/ on Doomworld
<https://www.doomworld.com/forum/topic/103723-100-minutes-of-vr-half-the-time-half-the-maps/>

[12-28] GZDoom 3.7.0 released
<https://forum.zdoom.org/viewtopic.php?f=1&t=63032>

[12-26] Anon makes a mutator 'ArmorisHitPoints'
<https://my.mixtape.moe/lnuzbw.zip>

[12-26] ESRGAN algorithm used to make HD Textures for RTCW
<https://www.youtube.com/watch?v=uyRfptKJutU>

[12-26] The Merry Christmassy Doom Project
<https://www.doomworld.com/forum/topic/103649-the-merry-christmassy-doom-project-a-limit-removing-project-from-doomer-boards/>

[12-26] Anon map release: Exotic Exports
<https://www.dropbox.com/s/rtv23e9k4c9g462/Exotic%20Exports%201.2.zip?dl=0>

[12-26] DOOMBA, a Roomba script that turns clean maps into Doom maps
<https://twitter.com/DickWhitehouse/status/1077227171482021889>

[12-24] Hellshots Golf sees a formal release
<https://www.youtube.com/watch?v=7qEHK4iBiXc>
<https://forum.zdoom.org/viewtopic.php?f=19&t=61021>

[12-16] Doomsday's 2.1 update released
<http://blog.dengine.net/2018/12/doomsday-2-1-released/>

[12-15] BloodGDX and WitchavenGDX both updated
<http://m210.duke4.net/>

[12-13] Spram's Metroid Doom
<https://www.doomworld.com/forum/topic/102880-sprams-metroid-doom-released/>

[12-24] Hellshots Golf sees a formal release
<https://www.youtube.com/watch?v=7qEHK4iBiXc>
<https://forum.zdoom.org/viewtopic.php?f=19&t=61021>

[12-16] Doomsday's 2.1 update released
<http://blog.dengine.net/2018/12/doomsday-2-1-released/>

[12-15] BloodGDX and WitchavenGDX both updated
<http://m210.duke4.net/>

[12-13] Spram's Metroid Doom
<https://www.doomworld.com/forum/topic/102880-sprams-metroid-doom-released/>

[12-13] Eric releases 'Corruptor of Humanity', a multiplayer gamemode for Hideous Destructor
<https://forum.zdoom.org/viewtopic.php?f=43&t=62875>

[12-10] John Romero announces a new megawad, Sigil
<https://www.romerogames.ie/sigil/>

[12-10] Cacowards 2018
<https://www.doomworld.com/cacowards/2018/>

[12-10] Doomworld's 'Top 100 Memorable Maps' and 'Top 25 Missed Cacowards'
<https://www.doomworld.com/25years/top-100-memorable-maps/>
<https://www.doomworld.com/25years/top-25-missed-cacowards/>

[12-10] Ashes: Dead Man Walking, an expansion campaign for Ashes 2063, released
<https://forum.zdoom.org/viewtopic.php?f=19&t=62707>

[12-10] PSXDOOM / PSXFINALDOOM / DOOM64 on GZDoom (Master Edition) released
<https://www.doomworld.com/forum/topic/94139-release-psxdoom-psxfinaldoom-doom64-on-gzdoom-gec-master-edition-dec-10-2018/>

[12-10] Half-Life documentary published by Noclip
<https://www.youtube.com/watch?v=BQLEW1c-69c>

[12-10] SM189, a Quake map pack using exclusively Doom textures, released
http://celephais.net/board/view_thread.php?id=61660

[12-10] Eviternity released to celebrate Doom's 25th birthday
<https://www.doomworld.com/forum/topic/103425-release-eviternity-rc1/>

[12-09] Anon map for 100min /vr/: Nothing Amaze-ing (>>5209560)
<https://a.uguu.se/zJxKSCBrCYTu.7z>

[12-09] Quake Xmas Jam 2018 released
<https://www.youtube.com/watch?v=DrbH2ilr-Kg>

[12-09] MetaDoom v5.2 update release
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010&sid=727bb59aa0f854949cc3abe8b4d8795f&start=1500#p1082806>

[12-08] Hell Caliber feature complete release
<https://forum.zdoom.org/viewtopic.php?f=43&t=62535>

[12-07] Blood getting remastered release through Nightdive Studios
<https://gematsu.com/2018/12/horror-first-person-shooter-blood-remaster-announced-for-pc>

[12-04] func_msgboard organizes a Doom themed Quake speedmap pack
http://celephais.net/board/view_thread.php?id=10196&start=4085

[12-02] textures.com released a bunch of medieval textures
<https://blog.textures.com/medieval-release>

[12-02] Quake III Arena's 19th birthday
[12-02] Ultimate Doom The Way id Did released, replacing Thy Flesh Consumed
<https://www.doomworld.com/forum/topic/67363-ultimate-doom-the-way-id-did-%E2%80%94-released/?page=5&tab=comments#comment-1940859>

[12-02] Compatibility patch to run Doom mods in Strife, minimizing gamebreaking bugs
<https://desuarchive.org/vr/thread/5186228/#5191961>

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NOVEMBER 2018

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[11-29] Nashgore returns in the form of Vengeance Edition
<https://forum.zdoom.org/viewtopic.php?f=46&t=62641>

[11-25] Colorful Hell 0.95 available, changing Chaingunners and adding White Cyberdemons
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1080925#p1080925>

[11-24] Test version release of 'Doomsday Machine', a Chaos Engine TC for GZDoom
<https://forum.zdoom.org/viewtopic.php?f=19&t=62571>

[11-21] Man on Wing Commander CIC forums making Blender script to ease ripping sprites from 3D models
<https://www.wcnews.com/chatzone/threads/wing-commander-sprite-enhancement-experimentation-and-information.29588/page-3#post-405356>

[11-21] Anon map release: Hellevator
<https://my.mixtape.moe/jlqesd.wad>

[11-21] BloodGDX update 0.795
<http://m210.duke4.net/>

[11-19] SgtMarkIV releases 'Bolognese', universal gore mod to succeed to Ketchup
<https://www.youtube.com/watch?v=xW07VJBTjME>

[11-17] 'Rednukem' EDuke32 project in now beta
<https://forums.duke4.net/topic/10241-rednukem-redneck-rampage-port/>

[11-17] Quake Halloween Jam released
http://www.celephais.net/board/view_thread.php?id=61650

[11-15] A podcast about Quake launches, 'Quakecast'
<https://quakecast.podbean.com/>

[11-14] New Descent game announced, unimaginatively titled Descent (2019) (it's actually Descent: Underground with a singleplayer mode)
https://www.youtube.com/watch?v=_5oiAmKDevI

[11-06] Death Wish updated to 1.5; Original MIDI soundtrack addon released
<https://www.moddb.com/mods/death-wish-for-blood>

[11-05] Consolation Prize updated, albeit with minimal testing
<https://forum.zdoom.org/viewtopic.php?f=19&t=55298&start=105#p1078513>

[11-04] Turok 2 Coop Mod version 0.9.5 released
<https://www.moddb.com/mods/turok-2-co-op-mod>

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OCTOBER 2018

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- [10-27] DOOM RPG Remake Project revealed
<https://www.doomworld.com/forum/topic/102919-drrp-doom-rpg-remake-project/>
- [10-25] Hexen ZDoom community project announced
<https://forum.zdoom.org/viewtopic.php?f=42&t=62375>
- [10-25] Redneck GDX supports Rides Again
- [10-25] Redneck Rampage to get another reverse-engineering project, but using EDuke32
<https://forums.duke4.net/topic/10241-rednukem-redneck-rampage-port/>
- [10-20] Deepdream Doom v1.1 and Deepdream Chex v1.0 released
<https://www.mediafire.com/?z7wrmazotn6ws>
- [10-20] 'Beta 64' megawad for Doom 64 EX posted on Doomworld
<https://www.doomworld.com/forum/topic/102849-beta-64-a-29-level-megawad-for-doom64-ex/?tab=comments#comment-1928807>
- [10-18] DM4Jam DLC Update released, three extra maps
http://www.celephais.net/board/view_thread.php?id=61644
- [10-10]DavidN is making BD less of a clusterfuck
<https://forum.zdoom.org/viewtopic.php?f=43&t=62203>
- [10-09] SM188 released, made with and using features from the recent progs_dump devkit
http://www.celephais.net/board/view_thread.php?id=61639
- [10-06] XUMP - Hexen Upstart Mapping Project released
<https://www.doomworld.com/forum/topic/101939-hexen-upstart-mapping-project-released/>
- [10-05] Doom 64 EX community project announced
<https://www.doomworld.com/forum/topic/102637-doom-64-ex-community-project-announced/>
- [10-02] Quake Champions audio ripped and shared, although from earlier version
https://www.dropbox.com/s/w87eb6j6oo3vct4/qc_snd_mus.zip?dl=1
- [10-01] Deepdream Doom v1 released, v1.01 may be coming soon
<https://www.mediafire.com/?z7wrmazotn6ws>

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SEPTEMBER 2018

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- [09-29] Quake C devkit "progs_dump" released, plus maps demonstrating its use
http://www.celephais.net/board/view_thread.php?id=61633
- [09-28] La Tailor Girl's 1.68.99 release available
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&start=300#p1074206>
- [09-16] Doom Delta 2.0 released
<https://www.youtube.com/watch?v=tmRBcbP5q5k>
- [09-15] Anon's quickstart map updated to support more Heretic, Hexen, and Strife IWADs
<https://my.mixtape.moe/ykpkoh.pk3>
- [09-14] RedneckGDX released (fixed link)
<https://m210.duke4.net/index.php/downloads/download/8-java/52-redneckgdx>
- [09-13] SM187 for Quake released, 4 hour speedmaps
http://www.celephais.net/board/view_thread.php?id=61629
- [09-11] id Tech 1 mapping tool 'Eureka Editor' updated
<http://eureka-editor.sourceforge.net/>
- [09-10] Anon creates a 'quickstart' map, designed for grabbing items before warping into a map and difficulty of your choice

<https://my.mixtape.moe/oogulp.pk3>

[09-10] John Anderson, author of Ultimate Doom's E4M7 and other maps, passed away back in April
<https://www.doomworld.com/forum/topic/43010-where-is-dr-sleep/?page=2&tab=comments#comment-1916824>

[09-07] System Shock Enhanced Edition's source port update released, including official support for mods
<https://steamcommunity.com/games/410710/announcements/detail/3098929145092416976>

[09-06] LOTX milestone 3, project put on hold
<https://www.dropbox.com/s/ymtpoqmqbur88l6/LOTX-milestone3.rar?dl=0>

[09-02] DAKKA SSG revamp in latest alpha
<http://jinotra.in/downloads/mods/doom/dakka/dakka-0.10alpha-2018-09-02.pk3>

[09-02] Audio level rework in new pre-release version of Babel
<https://my.mixtape.moe/mrcokp.pk3>

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AUGUST 2018

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[08-29] Anon shares GZDoom gameplay mod compatibility patches for Heretic, Hexen, and Chex Quest
http://www.mediafire.com/file/zkt5vzcjh65r9ny/Almost_Universal_Doom_for_Heretic_patch_V0.2.7z/file
http://www.mediafire.com/file/cxs2055thu8zd2x/Almost_Universal_Doom_for_Hexen_patch_V0.1.7z/file
http://www.mediafire.com/file/ltm30tpj80h222o/Almost_Universal_Doom_for_Chex_Quest_patch_V0.1.7z/file

[08-29] GEC PSX Master Doom Beta released, incorporating missing PC levels into the PSX version
<https://www.doomworld.com/forum/topic/101161>

[08-27] SM186 for Quake released, 12 Terracotta-themed maps
http://www.celephais.net/board/view_thread.php?id=61621

[08-26] GZDoom 3.5.1 released, implementing a "resolution mode selector"
<https://forum.zdoom.org/viewtopic.php?f=1&t=61800>

[08-25] A more recent build of TerminusEst's Booster mod
<https://www.dropbox.com/s/nt4ycstu42sc4dq/te13-Booster.pk3?dl=1>

[08-25] Anon shares a Hexen 2 map
https://mega.nz/#!p11kxKJY!Z-6tXu5l_hOqI-H3Goy8Ga-lbfXMTJe1rqOAFaUG0_8

[08-25] Alien Armageddon mod for EDuke32 released
<https://www.moddb.com/mods/duke-nukem-alien-armageddon/downloads/duke-nukem-alien-armageddon-10>

[08-23] Combined Arms v1.3 as well as 'Combined Harms' officially released
<https://combine-kegan.itch.io/combined-arms>

[08-23] EDuke32 and BStone source ports now on the PSVita
<https://wololo.net/2018/08/22/>
<https://wololo.net/2018/08/13/>

[08-23] La Tailor Girl updated to 1.66, featuring a myriad of changes
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&start=300#p1069845>

[08-19] MetaDoom 5.1 release, mainly bugfixes and fine-tuning
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010&sid=5b13f0a8312dc9e7a439937c9f9319a8&start=1455#p1069332>

[08-18] Underwater Map Jam for Quake SP released
http://www.celephais.net/board/view_thread.php?id=61613

[08-15] Anon demo release of LOTX
<https://www.dropbox.com/s/7er793oby62hhb0/LOTX-Demo.rar?dl=0>
<https://desuarchive.org/vr/thread/4977940/#4979189>

[08-13] WIP release of Gorgos, a total conversion
<https://www.doomworld.com/forum/topic/101908-gorgos-the-hidden-terror-from-beyond-infinity-wip/>

[08-13] XUMP, a Hexen mapping project has officially started
<https://www.doomworld.com/forum/topic/101939-hexen-upstart-mapping-project-xump/>

[08-13] Half-Life: Echoes released, a mod about experiencing Black Mesa from another perspective
<https://www.moddb.com/mods/half-life-echoes>

[08-12] Anon shares his mods, including a monster shuffler and voice-over support system
<https://desuarchive.org/vr/thread/4969382/#4972049>

[08-10] Quakecon 2018 keynote reveals some Doom Eternal concept art and gameplay footage, as well as F2P release of Quake Champions
<https://www.youtube.com/watch?v=i14lwVFY0KQ&t=5108s> (Timestamped)

[08-09] MetaDoom V5 'Artifice' released
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010&start=1425#p1067810>
<https://www.youtube.com/watch?v=UTDoGsu2ldg>

[08-01] Windows versions of Wing Commander 1 & 2 now moddable
<https://www.wcnews.com/news/2018/07/31/wc1-hack-enables-hd-ships>
<https://www.wcnews.com/news/2018/07/29/kilrathi-saga-tools-released-use-to-help-identify-music>

[08-01] Nightdive releases a remaster of Forsaken
<https://youtu.be/OfDSXz1HTYU>

[08-01] Complete Clusterfuck updated
<https://pastebin.com/ww8UVrk3>
<https://mega.nz/#F!GdsVnKyY!tBahBv35NujhwVpUxAkpDQ>

[08-01] HUMP Mini for Heretic released
<https://www.doomworld.com/forum/topic/101302-hump-mini-community-project-released/>

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JULY 2018

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[07-31] LegendDoom updates to 2.3
<https://forum.zdoom.org/viewtopic.php?t=51035>

[07-31] GZDoom 3.5.0 Released
<https://forum.zdoom.org/viewtopic.php?f=1&t=61482>

[07-31] 2018 Quake award winners announced
<http://www.quakeawards.com/2018-award-winners/>

[07-29] Addons for Samsara
<https://forum.zdoom.org/viewtopic.php?f=43&t=61431>

[07-25] Brutal Doom adds in a flamethrower for whatever reason
https://www.youtube.com/watch?v=3CdCKx7Dd7I&ab_channel=SGtMarkIV

[07-25] Colorful Hell updates to 0.942
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1065240#p1065240>

[07-23] Public release of Clusterfuck, a Complex Doom add-on
<https://mega.nz/#F!GdsVnKyY!tBahBv35NujhwVpUxAkpDQ>

[07-23] Fan-made PBR pack released for Doom 64 Retribution, also compatible with Consolation Prize counterpart
<https://forum.zdoom.org/viewtopic.php?f=46&t=61399>

[07-19] Redneck Rampage source port in RedneckGDX is now in early development
https://youtu.be/O3CtVzcr_Pg

[07-19] Anon wants some DarkXL things in news post
<http://xlengine.com/forums/viewtopic.php?f=19&t=1062&sid=f969982a628c5402743c2964c3390605>
<https://github.com/luciusDXL/XL-Engine>
<https://www.gamepressure.com/download.asp?ID=62915>

[07-17] Ion Maiden to have a multiplayer beta coming later this year, may lead to proper EDuke32 multi as well

<http://www.ionmaiden.com/>

[07-12] BloodGDX Multiplayer update released

[https://www.dsogaming.com/news/bloodgdx-blood-port-to-javas-libgdx-framework-with-opengl-support-now-supports-classic-multip layer/](https://www.dsogaming.com/news/bloodgdx-blood-port-to-javas-libgdx-framework-with-opengl-support-now-supports-classic-multip-layer/)

[07-14] Doom 64 for Doom 2 released, a vanilla reimaging of D64 maps

<https://www.doomworld.com/forum/topic/92901-doom-64-for-doom-ii-released/>

<https://www.youtube.com/watch?v=-f2vBW9GMZU>

[07-10] Leonard's vacation in hell, a WIP mod that brings Redneck Rampage weapons to Doom

<https://forum.zdoom.org/viewtopic.php?f=43&t=61240&sid=e56278bdcf25f27e5b882e52a3d9cc70>

[07-09] REKKR has finally released

<http://manbitesshark.com/>

[07-09] Compendium, a GZDoom merger of 54 older wads with Dehacked code replaced with ACS/Decorate

<https://forum.zdoom.org/viewtopic.php?f=19&t=61211>

[07-09] Assets from id Software's RPGs released

<https://www.doomworld.com/forum/topic/101479-sprite-and-textures-from-id-software-rpgs-games-finally-released-by-gec%EF%BB %BF/?tab=comments#comment-1896000>

https://drive.google.com/file/d/1E-bDdsXGw1jIBbJj1T0eHD-neb9grs_S/view (PNGs)

[07-08] Quake2XP's last yearly update

<https://www.moddb.com/mods/quake-2-xp/downloads/quake2xp-1268-final-release>

[07-08] Diabolus Ex released, a Deus Ex-inspired map

<https://www.doomworld.com/forum/topic/101473-gzdoom-diabolus-ex-v10/>

[07-07] Nominations are open for the 1st Quake Awards

<http://www.quakeawards.com/2018/07/06/nominations-open/>

[07-07] Another Quake 1 SP release: SM185 1024*3

http://www.celephais.net/board/view_thread.php?id=61600

[07-05] Andrew Hulshult now working on QC music

<https://twitter.com/andrewhulshult/status/1014623560806133760?s=21>

[07-04] System Shock ReWired, a new fan-made campaign for SS1

<https://www.youtube.com/watch?v=A7PaRtF3R1Y>

[07-04] Quake Compiler Tools to recieve Q2 support, Q2UMP brainstorming

http://www.celephais.net/board/view_thread.php?id=61599

[07-03] HUMP Mini mapping project announced

<https://www.doomworld.com/forum/topic/101302-hump-mini-community-project-no-more-slot-limits/>

[07-03] SM184 Mayan Jam for Quake 1 SP released

http://www.celephais.net/board/view_thread.php?id=61598

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JUNE 2018

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[06-30] Colourful Hell updated to 0.94

<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1061475#p1061475>

[06-30] La Tailor Girl updated to 1.64

<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&start=270#p1061450>

[06-28] Golden Souls 2 released at last

<https://www.youtube.com/watch?v=yFiuRKPftoA>

[06-26] Struggle: Anteresian Legacy RC1 released

<https://www.doomworld.com/forum/topic/74791-struggle-antaresian-legacy-june-24-2018-rc1-is-available/>

[06-26] Guncaster updated to 3.0

<https://forum.zdoom.org/viewtopic.php?f=43&t=37066>
<https://www.youtube.com/watch?v=ObbaboeSfHI>

[06-24] nuts.wad ported to PSX Doom
<https://www.youtube.com/watch?v=XSMKTzgk808>

[06-24] PSX Doom modification possible, ongoing project to put more IWAD maps back into the game
<https://www.doomworld.com/forum/topic/101161-gec-master-edition-psx-doom-for-the-playstation-community-project-starting-now-mappers-required-tools-updated-2362018/>

[06-24] New Arcane Dimensions map: Grendel's Blade
http://www.simonoc.com/pages/design/sp/ad_grendel.htm

[06-22] Quake's 22nd birthday!

[06-22] BloodGDX co-op play test preview
https://www.youtube.com/watch?v=A0F2_MvgUqc

[06-21] GZDoom 3.4.1 released, fixing bugs
<https://forum.zdoom.org/viewtopic.php?f=1&t=60928>

[06-21] Quake2XP receives an update
<https://www.moddb.com/mods/quake-2-xp>

[06-20] v0.2 of 'Zrift-Chasm' released, a partial GZDoom conversion of Chasm: The Rift
<https://forum.zdoom.org/viewtopic.php?f=43&t=60811>

[06-20] LegenDoom 2.1 released, adding 30 weapon effects per tier
<https://forum.zdoom.org/viewtopic.php?t=51035>

[06-18] Hellshots Golf updated, now with seven maps
<https://desuarchive.org/vr/thread/4841368/#4845681>

[06-17] PSX Doom SFX remaster project in the works
<https://www.doomworld.com/forum/topic/101057-psxdoom-hq-sound-effects-project-by-triaxis-trevor0402/>

[06-17] Cola 3 now with HacX 1.2 support
<https://wildweasel.itch.io/cola-3-the-soda-of-style>

[06-16] Zombie Jam 2 released for Quake
http://www.celephais.net/board/view_thread.php?id=61591

[06-11] F2P trial week of Quake Champions available, ends 06-25, but can still be played afterwards
<https://quake.bethesda.net/en/news/6vtiowCplmQ66SQKyEGgEu>

[06-11] E3: Bethesda announces Doom Eternal, a direct sequel to the 2016 game
https://www.youtube.com/watch?v=_oVwrpfo_QA

[06-10] Colorful Hell's second beta
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1058613#p1058613>

[06-10] MetaDoom to include codex
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010&start=1305#p1058266>

[06-10] 4th 100-bursh mapping competition for Quake released; requires Quoth
http://www.celephais.net/board/view_thread.php?id=61587

[06-10] QZDoom updated
<https://forum.zdoom.org/viewtopic.php?t=60838>

[06-09] La Tailor Girl update, featuring a new character
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&start=255#p1058181>

[06-08] Mr. Friendly updated
<https://jp.itch.io/mr-friendly>

[06-07] GZDoom 3.4.0 released
<https://inmost-dens.tumblr.com/post/174643966924/link#notes>

[06-03] Doom Tournament pre-release; backports UT99 weapons to GZDoom
<https://forum.zdoom.org/viewtopic.php?f=43&t=60759>

[06-03] Golf proof-of-concept mod for Zandronum and (G)ZDoom
<https://desuarchive.org/vr/thread/4814363/#4815315>

[06-02] Colorful Hell test build release, notably overhauling ammo and pickup drops
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&start=645#p1056959>

[06-02] BloodGDX to get multiplayer
<https://www.youtube.com/watch?v=BlfBetb4QCI>

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MAY 2018

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[05-29] Anon-modified version of Steve's Flashlight for custom light offset
<https://my.mixtape.moe/pkuika.pk3>

[05-25] Champions 2.2 released, more performance friendly on large maps
<https://forum.zdoom.org/viewtopic.php?f=43&t=60456>

[05-22] 20th Anniversary of Unreal

[05-22] ZScript tutorial: handling user input by creating a speed booster button
<https://www.bitchute.com/video/h7CpDhKwp1bX/>

[05-19] Demon Counter Strike 0.05c
<http://static.allfearthesentinel.net/wads/demoncounterstrike-v0.05c.pk3>

[05-18] More QCDE stuff
<https://www.youtube.com/watch?v=ndYu4jTqbf8>

[05-18] Champions v2.0
<https://forum.zdoom.org/viewtopic.php?f=43&t=60456&p=1052735#p1052735>

[05-14] ZScript tutorial: create a monster duplication addon
<https://www.bitchute.com/video/zuz0EZxygDuU/>

[05-13] Datanon's extension of his first ZScript tutorial, an advanced example of turning DECORATE into more ZS style code
<https://desuarchive.org/vr/thread/4765556/#4769745>

[05-13] Colorful Hell update to 0.931; a new optional hard tier and filling up more
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&start=615#p1053912>

[05-11] Datanon's ZScript Tutorials
<https://www.bitchute.com/profile/ObFVcYVZSoSQ/>

[05-11] AMC TC Episode 3 Trailer
<https://youtu.be/zjEbwtg2luo>

[05-10] TTS sound effects, available through a download
<https://www.youtube.com/watch?v=tC4F9tQWKOU>

[05-08] Deep learning AI generating Doom maps
<https://www.technologyreview.com/s/611072/ai-generates-new-doom-levels-for-humans-to-play/>

[05-04] Champions, a compatibility-friendly monster variant mod, now 1.2
<https://forum.zdoom.org/viewtopic.php?f=43&t=60456>

[05-03] Anon's ZScript video tutorials
<https://desuarchive.org/vr/thread/4744020/#4748086>

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APRIL 2018

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[04-30] PROJECT ILE version 0.23 released
<https://desuarchive.org/vr/post/4741726>
<http://www.mediafire.com/file/e52z704ui56acjm/Project%20ILE.rar>

[04-27] Powerslave EX Revival "not far" according to lead developer
<https://twitter.com/SVKaiser/status/989945964831105024>

[04-27] Further details of upcoming DOOM movie
<https://geektyrant.com/news/doom-reboot-reportedly-has-a-director-and-lead>

[04-26] FreeDoom maps, as PWADs
<https://mega.nz/#F!j0cgkJKT!QXo16jxgK1iQf-92Sx1gdA>

[04-26] func_msgboard is having a 100-brush mapping contest
http://www.celephais.net/board/view_thread.php?id=61565

[04-26] New Q1SP map, Mire Prison by jcr - feedback requested
https://drive.google.com/uc?id=1iwq_IBPaEDxqee4Qr430fCequXNyx3Fs

[04-26] Anon map release: Old Research Sector
https://mega.nz/#!AVcwWADK!qxrEr7yMG_TxYLyfqxOohQJtszIT2k_9vt4NIL9CMxQ

[04-25] A new beta for Brutal Doom v21 released:
<http://www.moddb.com/mods/brutal-doom/downloads/brutal-doom-v21-beta>

[04-24] Dimension of the Boomed, a Quake themed mapset currently in beta.
<https://www.doomworld.com/forum/topic/92574-dimension-of-the-boomed-beta2-release/>

[04-23] Babel 4-23-2017 update, mostly bug fixes.
<https://babel-mod.neocities.org/>

[04-23] Mr. Friendly alpha release, turns Doom into "an Animal Crossing-like nonviolent social space"
<https://jp.itch.io/mr-friendly>

[04-22] Anon mod release: CLANG.wad, replaces every sound with CLANG
<https://www.dropbox.com/s/x4k2bxhorxb4vyo/CLANG.wad?dl=1>

[04-22] Anon map release: roomv4.wad
<http://www.mediafire.com/file/f3xu3bifrox8mb2/roomv4.zip> (original)
<https://my.mixtape.moe/ylyuxt.wad> (update)
<https://my.mixtape.moe/aaczhx.wad> (another update)

[04-22] Anon map release: no title given, forest/cave map
<https://my.mixtape.moe/abvwgx.wad>

[04-21] Touhou Doom Episode 3.5 Re-Release
<https://forum.zdoom.org/viewtopic.php?t=57817>

[04-19] Anon's hack of Terminus's Doombike mod
<https://desuarchive.org/vr/thread/4718315/#4722307>
http://s000.tinyupload.com/index.php?file_id=00088901197544308135

[04-19] Doom 2016 OST coming to vinyl
<https://twitter.com/DOOM/status/986590166637842432>

[04-17] Anon release: Firstmap.wad
<http://www.mediafire.com/file/kiu1aq9kqr81zas/Firstmap.wad>

[04-17] Trailblazer update 1.4c released, mostly bug fixes
<https://pillowblaster.tumblr.com/post/172994870631/trailblazer-14c-update>

[04-16] La Tailor Girl 1.52 released
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&p=1050351#p1050351>

[04-16] Booster public test build #2
<https://drive.google.com/uc?id=1G-Xg0dc80Owkhq1AHKs2w7wpz-IRB3hD>

[04-15] Patch to remove demon runes from D4T
<https://forum.zdoom.org/viewtopic.php?p=1050273#p1050273>

[04-15] Conversion of Quake 1kwhite textures to Doom format

<https://my.mixtape.moe/etefke.wad>

[04-13] Anon texture release: Source engine-style devtextures
http://s000.tinyupload.com/?file_id=93737565247231239878

[04-11] Heretical Doom updated to v1.2
<https://forum.zdoom.org/viewtopic.php?t=56762>

[04-11] Impromptu Minidido, large multi-author map for prboom/eternity, RC1 released
<https://www.doomworld.com/forum/topic/100311-impromptu-minidido-rc1/>

[04-11] Anon map release: Soundless Mound
https://marisakirisa.me/tmp/soundless_m.pk7

[04-08] Anon map release: MAP01.wad (seems not to have any other title)
<https://nofile.io/f/Sy9wXHX5j1g/MAP01.wad>

[04-08] GZDoom Hardware Survey Concludes: Older 2D Backends To Get The Axe
<https://forum.zdoom.org/viewtopic.php?t=60152>
<https://forum.zdoom.org/viewtopic.php?t=60156>

[04-08] Anon map release: Computer Complex
<https://desuarchive.org/vr/post/4699308>
https://mega.nz/#!p41Axabl!3ORwvE30E0j8wPr_l3uXdHnfoj6Z78zBLteHZqsc5oc

[04-07] Durandal in QCDE
<https://youtu.be/c9qvnQY2ivk>

[04-07] E1M1 recreated in TF2
<https://youtu.be/dzJVg28rJe0>

[04-07] Chocolate Doom ported to PSVita
<http://wololo.net/talk/viewtopic.php?t=48973>

[04-06] The Adventures of Square E2 released
<http://adventuresofsquare.com/downloads.php>

[04-05] System Shock source code released
<https://github.com/NightDiveStudios/shockmac>

[04-05] Selfie Doom updated to take actual screenshots when taking a photo.
<https://www.doomworld.com/vb/post/1864656>

[04-05] Main UAC Hangar Demo 2 Released
<https://www.doomworld.com/forum/topic/98885-main-uac-hangar-demo-2-released/>

[04-05] Anon mod release: a backup of what became Hexen Souls, dated Sept. 2016
<https://drive.google.com/uc?id=1NpCUasUt5BJo7aA19M70ESmt7nDdDPB1>

[04-03] GMOTA updated to v1.2
<https://combine-kegan.itch.io/gmota>

[04-02] Quakedroid - Quake for Android Released
http://www.celephais.net/board/view_thread.php?id=61558

[04-02] 23 free to use MIDI and audio tracks released:
<https://dialupformurder.bandcamp.com/album/midi-dreams>

[04-02] Anon mod release: some kusowad with Alex Jones yelling
http://s000.tinyupload.com/index.php?file_id=73332683564543889041

[04-02] New map for Quenching Urges of Constant Killing (Quake slaughtermaps)
http://celephais.net/board/view_thread.php?id=61559

[04-02] Vanilla Essence: makes it easy to enable "Vanilla Mode" in GZDoom
<https://forum.zdoom.org/viewtopic.php?t=59412>

[04-02] Anon map release: Mason of Grime
<https://mega.nz/#!hIN0iT7B!JXDdFpRZxcLzujVH3BTrHYxgJobVOoNqqFF33kW3YIY>

[04-01] REKKR trailer

<https://youtu.be/kU7TbUtLcqW>

[04-01] Quake 2-singleplayer unit "Sonic Mayhem" updated
<https://twitter.com/Colonthreee/status/980207807256580097>
<http://quakeulf.suxos.org/3d/maps/SonicMayhemQ2.zip>

[04-01] The Adventures of Square E2 Trailer - E2 to release on April 6
<https://youtu.be/awhVWdoq448>

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MARCH 2018

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[03-31] Doom by Kids
<https://youtu.be/6gxPCQIQFiE>
<https://forum.zdoom.org/viewtopic.php?t=59029>

[03-29] ProjectILE v0.12 released
<https://desuarchive.org/vr/post/4675642>
http://www.mediafire.com/file/28im4zb6z59z3ek/Project__ILE.zip

[03-29] For anyone looking for the Doom Quickstart Archive:
<http://www.mediafire.com/folder/qackz7327rzw21,09weom1yf1zvqot,cqg6nw2s4qoczus,7m33683og4gbyc4,9ngghkdu9dtf9hm,8p pi662eecg2pux,j1njwufydyjgpjg,12xb4hxvibfn7eu,622sb19ks26yiak,pdzwjaenwn1yi32,1tzpgksztvi6b0q/shared>

[03-28] Elementalism, a megawad announced for GZDoom.
<https://www.doomworld.com/forum/topic/100102-elementalism/>

[03-28] Port Glacia, a large nonlinear Boom map
<https://www.doomworld.com/forum/topic/100055-port-glacia/>

[03-28] Atonement, a vanilla megawad, episodes 1 & 2
<https://www.doomworld.com/forum/topic/95318-atonement/>

[03-28] Demon Counter Strike updated to v0.04b
<http://static.allfearthesentinel.net/wads/demoncounterstrike-v0.04b.pk3>

[03-28] Japanese Texture Pack aka Tenchu4Doom updated
<http://www.mediafire.com/file/cddd8j0fl23lcb3/Japanese%20Texture%20Pack%20%28aka%20Tenchoom%29%20v.01.wad>

[03-26] Autoautosaver: configurable autosaves at set points and values
<https://forum.zdoom.org/viewtopic.php?t=59889>

[03-26] GZDoom 3.3.0 Released
<https://forum.zdoom.org/viewtopic.php?t=59945>

[03-24] Colourful Hell updated to 0.930
<https://forum.zdoom.org/viewtopic.php?p=1046129#p1046129>

[03-24] Anon mod release: meatshot (less penetrative shotgun)
<https://my.mixtape.moe/erbiuc.wad>

[03-22] Jim Flynn, Boom co-author, Master Levels mapper, TeamTNT member passes away at age 66
<https://www.doomworld.com/forum/topic/100017-jim-flynn/>

[03-22] DM4 Jam released (22 SP quake maps)
http://www.celephais.net/board/view_thread.php?id=61554

[03-22] Anon map release: (4 Boom-compatible maps, title unknown)
<https://my.mixtape.moe/zwnzxn.wad>

[03-22] zEpisodic: preserve your weapons across Doom/Heretic episodes
<https://forum.zdoom.org/viewtopic.php?t=59912>
v1.2 with doom_complete.pk3 support:
<https://forum.zdoom.org/viewtopic.php?p=1045711#p1045711>
doom_complete.pk3:
http://www.mediafire.com/file/sy27ypldyt29dk1/doom_complete.pk3

[03-22] Anon map update: Ace Of Base
https://mega.nz/#!AtcDFbhY!RhFWG6vlu9eANBVIVAxF2pBI1qXW94MGihSW11_yfjs

[03-22] Brutal Doom v21 Tanks Preview
<https://youtu.be/mgAxsaciOBQ>

[03-22] Anon map release: aceofbase.wad (for gzdoom)
<https://mega.nz/#!04Vj1KTJ!cYKIJJBKM1G357xZK83ob1fjJX0DnhNekb-9eQ-2Lqs>

[03-21] Anon mod release: Demon Counter Strike v0.01
<http://static.allfearthesentinel.net/wads/demoncounterstrike-v0.01.pk3>

[03-19] Anon map release: bc_talkin.wad (requires cc4-tex)
<https://my.mixtape.moe/bnccrr.wad>

[03-19] Digital Foundry interviews 3dRealms and Duke32 guys on IonMaiden and Build Engine Evolution (is this retro?)
https://youtu.be/MHQv4mSG7_I

[03-19] sagegrass updates Smooth Doom Upgrade for the latest version of the base mod
<https://desuarchive.org/vr/thread/4649604/#4653029>
https://mega.nz/#!7gAiURwD!m3oSzHAMyo-HunkRJGQD_OEjqF6xGxdeqVsYgHUMTQY

[03-19] One anon recommends Wolfenstein: Machines of Death TC for Doom 2
<https://www.doomworld.com/forum/topic/98458-wolfenstein-machines-of-death-tc-released-v10/>

[03-16] GMOTA v1.0 Released
<https://combine-kegan.itch.io/gmota>

[03-15] La Tailor Girl Updated To 1.50
<https://forum.zdoom.org/viewtopic.php?p=1044648#p1044648>

[03-15] Doom II Nightmare In 21:14
<https://youtu.be/9seMu5mSYWw>

[03-14] 18 Min Long Video About Guncaster
<https://youtu.be/u8k8qSWtRZU>

[03-13] Anon map release: AmongDreams.wad (3 maps)
https://mega.nz/#!d14UULy!eVLeoLWovP0jBUU_01FMgE9usl4sXWGrdhVZLZYC4nQ

[03-14] All Of Sverre Kvernmo's Cabal Maps In One Wad
https://mega.nz/#!xxdVgKQD!_kJw_HapbRvZwMkOk5jCN0t8QnppY6GWsPhEK_PwR24

[03-13] GZDoom 3.3.0 To Gather User's Hardware Information
<https://forum.zdoom.org/viewtopic.php?t=59787>

[03-12] GMOTA Trailer Premieres: To Release This Friday
<https://youtu.be/viYXOR09VH4>

[03-12] Anon map update: Sacred Ground
https://mega.nz/#!3CRznaSY!hjJXHv-PIQgKr3LBV7LQBYG_5DL6WLUnyelD1SIOa8k

[03-10] English game files of id Software's Doom RPG series from mobile available, emulator required
<https://doomrpg.weebly.com/>

[03-08] Ken Silverman released the BUILD2 engine
<https://youtu.be/3qtmkkdND6M>
<http://advsys.net/ken/buildsrc/build2.htm>

[03-08] Fall of Triton released; a megawad in the style of Doom's PlayStation port
<https://www.doomworld.com/forum/topic/99788-psx-doom-fall-of-triton-out-now/>

[03-06] Anon map release: Loads Of Time (WIP)
<https://www.dropbox.com/s/26yq48n9r50hobn/loads%20of%20time.wad?dl=1>

[03-05] More about early builds of DNF
<https://www.dsogaming.com/articles/the-2001-unreal-engine-version-of-duke-nukem-forever-was-90-complete-had-rpg-and-horror-elements/>

[03-04] Anon speedmaps a deathmatch level
<http://www.mediafire.com/file/qy7dwdnp4nwlofz/SpeedOfDeath.wad>

[03-04] Ex-3D Realms staff have early builds of both DNF and DN3D, but Randy Pitchford is practically blocking their releases
<http://www.rpgcodex.net/forums/index.php?threads/have-any-of-the-builds-of-duke-nukem-forever-ever-leaked.120567/>
<https://desuarchive.org/vr/thread/4618653/#4622548>

[03-03] Talan.wad update
<http://www.mediafire.com/file/iw60luu0hgaq5z5/Talan.pk3>

[03-02] Duke Nukem 3D TC 'Total Meltdown' released
<https://forums.duke4.net/topic/9918-release-duke-nukem-total-meltdown-tc-v10/>

[03-01] Trailer for Ion Maiden, a game using the Build engine
<https://www.youtube.com/watch?v=QcAwzusZUrQ>

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FEBRUARY 2018

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[02-25] Anon release: Talan.wad, a partial conversion
<http://www.mediafire.com/file/fvyse09knxhwj1k/Talan.wad>

[02-24] Anon map release: Breaking Point
<https://mega.nz/#!udgS3DKT!YpoF8htxCYfbmLWvWjA9pdnqobFMUrsnILebm1dd3Q>

[02-21] Anon map update: Dance of Death fixes
<https://mega.nz/#!TcQ00agC!1ofVphEcB50wbSa2qug5gCvWlQbGEXL-1AmoH3rwSeo>

[02-20] Anon map update: Wild West Deathmatch 2
<http://www.mediafire.com/file/b46c25t152x5duw/WWDM2.wad>

[02-20] Anon map update: Dark7 Europa v1.1
<https://mega.nz/#!CRpjBRzQ!C-3q27FS6jhE91aw7mqeGl69Bppy86ft2yBUoxvyb-k>

[02-19] Half Nuked (A Duke Nukem 3d Mod for Classic HL) released
<http://www.moddb.com/mods/half-nuked>

[02-19] Quake 2 High Resolution Weapon Pack released
<http://www.moddb.com/mods/quake2-remodel>

[02-19] Tekwar GDX announced
<https://www.rockpapershotgun.com/2018/02/19/william-shatners-tekwar-lives-again-for-some-reason/>

[02-18] La Tailor Girl v1.45 released
<https://forum.zdoom.org/viewtopic.php?p=1040793#p1040793>

[02-18] Anon mod test build released, with request for feedback
<https://desuarchive.org/vr/thread/4594881#p4597120>

[02-18] Universal Gibs updated
<https://forum.zdoom.org/viewtopic.php?t=59260>

[02-18] Anon map release: Dark7 Europa
<https://mega.nz/#!bMZmRAKK!oo8QvLvgVYqtvGagODxY8sgWrZhbFT-hLY1OpnFulAk>
Bonus altered HXRTC HUD:
<https://mega.nz/#!eYIGHbTb!AUguZxfldbX9BTeiSdp2wygrE1bj5M0XsRuv7wh-y2w>

[02-18] Golden Souls 2 map37 sneak peak
<https://youtu.be/VoT4sf4DMIA>

[02-17] Babel Dev's Dual Laser updated
https://mega.nz/#!usUSwJJb!7sglv_hCd1BO9KeIRcHxsnZ5542Xgq_QO5bx54Kqb8c

[02-17] Babel updated: Now With Chainsaw That Doesn't Suck, And Much More
<https://babel-mod.neocities.org/>

[02-16] Anon map release: Dance of Death
<https://my.mixtape.moe/kdvubq.rar>

[02-15] Doom Delta 2.0 release candidate
<https://forum.zdoom.org/viewtopic.php?p=1040288#p1040288>

[02-15] Extreme Entryway Alpha 10
<https://www.doomworld.com/forum/topic/99211-extreme-entryway-alpha-10/>

[02-14] Anon mod release: Dual Laser from r667 modified with ZScript
<https://my.mixtape.moe/lzktoa.wad>

[02-14] Trenchbroom 2 released
<https://twitter.com/kristianduske/status/963512141407051776>

[02-14] Someone wants to play and record your maps
<https://desuarchive.org/vr/thread/4583207/#4585861>
<https://www.doomworld.com/forum/topic/99183-looking-to-play-and-record-your-maps/>

[02-14] Tangerine Nightmare released; nine limit-removing maps
<https://www.doomworld.com/forum/topic/97784-tangerine-nightmare-final-version/>

[02-14] Anon release: Hideous-Distracton, contains three levels designed for Hideous Destructor
http://s000.tinyupload.com/index.php?file_id=70259629754623391500

[02-13] Anon finds Chex Quest wad 'Galactic Conquest', serving as an expansion
<https://forum.zdoom.org/viewtopic.php?t=53279>

[02-12] Arcane Dimensions 1.70 released for Quake.
<https://www.quaddicted.com/forum/viewtopic.php?id=535>

[02-11] Updated flashlight mod: choice of emit location, crouch support, multiplayer
<https://forum.zdoom.org/viewtopic.php?t=59429>

[02-11] Doom running on an Etch-A-Sketch
<https://youtu.be/VnmIXK3PYFw>

[02-11] 24for\$24 concluded with two entries
http://www.mediafire.com/file/bfc9zhiv5pfq89x/contest_sewer.wad (winner)
<http://www.mediafire.com/file/pg5q7rinqumzlfx/aaaaaaaaaaaa.wad> (runner-up)

[02-10] QC: Doom Edition released
<https://inmost-dens.tumblr.com/post/170721544189/>

[02-09] Flashlight mod first release
<https://forum.zdoom.org/viewtopic.php?t=59429>

[02-09] Anon map release: "a wad which adds the rarely deadly peng to the game"
http://s000.tinyupload.com/index.php?file_id=78836465059929579920

[02-09] Anon map release: The Growth (1024x1024)
<https://mega.nz/#!OYhmWaYa!lj6rkScFNs8cPK4LOFkKj9dte0p9glbXM1hvNAZBaq0>

[02-06] D64:R and Consolation Prize updated
<http://kinsie.tumblr.com/post/170570213867/>

[02-05] Anon release: indignation.wad, requires GZDoom
<https://mega.nz/#!GZ4wxJyY!Z8cXLmItAonIz0lpDc64drBYMKNJk2WQp5mK52kzRCo>

[02-05] Someone is testing the limits of SNES Doom
https://www.youtube.com/channel/UCaxVVSdA_5R01A_172kdDZw

[02-02] Vinesauce Joel's second Doom contest has begun, ends on February 28th
<https://contest.vargskelethor.me/>

[02-01] Anon shares retro games torrent
<https://desuarchive.org/vr/thread/4556754/#4559051>

[02-01] The Given released to /idgames with "low detail" version included
<https://www.doomworld.com/vb/post/1842836>

[02-01] Duke Nukem 3D World Tour removed from Steam due to DMCA issues
<https://twitter.com/OnBeforeGone/status/958450503066759168>

[02-01] La Tailor Girl updated to 1.40
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343&p=1038255#p1038255>

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JANUARY 2018

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[01-31] Hunter's Moon Version 2.9.5 released
<https://forum.zdoom.org/viewtopic.php?f=19&t=30942>

[01-30] Anon wants people testing out his Quake 3 map
<http://www.mediafire.com/file/3gktu4wb7p2h17s/thegloom.pk3>

[01-30] Anon release: Pistol ammo separate from Chaingun
<https://my.mixtape.moe/spstxp.wad>

[01-30] Demo of Memoirs of Magic released, a fantasy total conversion
<https://forum.zdoom.org/viewtopic.php?f=19&t=50250>

[01-29] Anon release: Shajeshogjjth-RC2.wad
<https://www.dropbox.com/s/2q5hoeea28vu6wy/Shajeshogjjth-RC2.wad?dl=0>

[01-29] Colourfull Hell updated to 0.929
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&p=1037858#p1037858>

[01-27] Netronian Chaos updated to V3
<https://forum.zdoom.org/viewtopic.php?p=1036981#p1036981>

[01-23] Zanieon releases demo of his map, Main UAC Hangar
<https://forum.zdoom.org/viewtopic.php?f=42&t=53887>

[01-22] Babel updated
<https://babel-mod.neocities.org/>

[01-22] Babel updated
<https://babel-mod.neocities.org/>

[01-17] Anon release: gp.wad, requires cc4tex
<https://www.dropbox.com/s/jvcy01vckqejdpv/gp.wad?dl=0>

[01-15] Quake Champions Doom Edition trailer + release date "02-10-18"
https://youtu.be/ccM_t9vv3Ek

[01-15] La Tailor Girl updated to 1.3
<https://forum.zdoom.org/viewtopic.php?p=1036072#p1036072>

[01-14] Latest version of Cyberpunk Shootdown re-uploaded
<https://www.dropbox.com/s/m1837juflyi2u0e/cyberpunkshootdown-v4.2.pk3?dl=1>

[01-14] Anon wants to make music for your map:
<https://warosu.org/vr/thread/4521250#p4522475>

[01-14] Smooth Doom update
<https://www.doomworld.com/vb/post/1837660>

[01-13] Crispy Doom 5.1 released
<https://www.doomworld.com/vb/post/1837447>

[01-13] Doom LMP Uploader: encode/upload demos to youtube
<https://www.doomworld.com/forum/topic/98777-doom-lmp-uploader/>

[01-12] Nuclear Chunks: a new Plutonia map each Friday, by Khorus
<https://www.doomworld.com/forum/topic/98752-nuclear-chunks/>

[01-11] Tangerine Nightmare RC2
<https://www.doomworld.com/vb/post/1836694>

[01-11] Anon map release: Toxic Complex

<https://www.doomworld.com/forum/topic/98745-toxic-complex/>

[01-11] ProjectILE update:
http://www.mediafire.com/file/9476i5x9040keox/ProjectILE_Zdoom_11.pk3

[01-11] DAKKA news/updates:
<https://warosu.org/vr/thread/4515853#p4516417>

[01-11] Anon map release: 4hr speedmap for his friend's birthday
<https://my.mixtape.moe/odkpwm.wad>

[01-09] Anon map release: his first map, second release removing some ZDoom-isms
<https://mega.nz/#!8IRIWCzS!svHMzkM2pjNfTLturNDx4AqPjvhAGKlw2EhjmB43PZI>

[01-09] Anon map release: Boom-compatible speedmap
<https://my.mixtape.moe/pytazo.zip>

[01-08] NASTY (Doom remake in Unity with software-style shader) alpha version released
<https://www.doomworld.com/forum/topic/98689-nasty/>

[01-08] Ultimate Doom E4M6 pacifist, by ZeroMaster
<https://www.doomworld.com/forum/topic/98681-p4m6-in-6249/>

[01-04] GZDoom 3.2.5 released
<https://forum.zdoom.org/viewtopic.php?t=58991>

[01-04] Anon map release: Magikus (as designed by his class of daycare children)
<https://www.dropbox.com/s/bqcp95al9ebc9s/MAGIKUS.zip?dl=1>

[01-02] Anon sprite releases: Marine-helmeted shotgunner, Marine-helmeted zombieman
<http://www.mediafire.com/folder/oa9cx109a4e63/SPOSNEW>
<http://www.mediafire.com/file/ezq160qj762j03x/POSSNEW.zip>

[01-02] Doom: Gore Prisons (as yet unreleased, not sure why this was submitted)
<http://doomer.boards.net/thread/304/ti-community-doom-gore-prisons>

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DECEMBER 2017

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[12-31] Colourful hell updated to 0.925
<https://forum.zdoom.org/viewtopic.php?p=1033654#p1033654>

[12-31] Arcane Dimensions 1.70 released
<http://www.simonoc.com/pages/design/sp/ad.htm>

[12-30] Chocolate Doom 3.0 released
<https://github.com/chocolate-doom/chocolate-doom/releases/tag/chocolate-doom-3.0.0>

[12-30] Random Deaths and Decorations 1.62
<https://www.doomworld.com/forum/topic/98565-random-deaths-decoration-162-available/>

[12-28] Hunter's Moon Version 2.9.4 Released
<https://forum.zdoom.org/viewtopic.php?t=30942>

[12-28] La Tailor Girl 1.2 is out
<https://forum.zdoom.org/viewtopic.php?p=1033276#p1033276>

[12-26] this just in: the monsters are afraid of doomguy's weapons
<https://twitter.com/SandyofCthulhu/status/945729078878973952>

[12-25] ProjectILE updates after 2 years
<https://desuarchive.org/vr/post/4482352>
<http://www.mediafire.com/file/n15f7ghpbc7mmtu/ProjectILE.zip>

[12-24] Intermission E2M9
<https://youtu.be/96824yg2xKM>

[12-24] Project: Kate by Jimmy released
<https://www.doomworld.com/forum/topic/98451-maps-project-kate/>

[12-24] Bad Religion by NaturalTvventy released
<https://www.doomworld.com/vb/post/1829642>

[12-24] Abyssal Speedmapping Session #32 released
<https://www.doomworld.com/vb/post/1829593>

[12-23] The Revenant Problem
<https://youtu.be/MiEYCXPI-qY>

[12-23] Gridlock released (community project made on 64 unit grid)
<https://www.doomworld.com/vb/post/1829307>

[12-23] Aliens: The Ultimate Doom and Castlevania: Simon's Destiny get Moddb 2017 Editor's Choice awards
<http://www.moddb.com/games/hello-neighbor/features/editors-choice-mod-of-the-year-2017>

[12-23] Joy of Mapping 5 public beta released
<https://www.doomworld.com/vb/post/1829276>

[12-22] Babel: more bugfixes and comments added
<https://desuarchive.org/vr/post/4477880>

[12-21] Bloody Rust 3 announced
<https://www.doomworld.com/forum/topic/98406-bloody-rust-3/>

[12-21] TNT: Resistance final release
<https://www.doomworld.com/forum/topic/90807-tnt-resistance/>

[12-20] Doom modder Kate Fox deceased
<https://forum.zdoom.org/viewtopic.php?f=12&t=58800>

[12-18] 3DO Doom, how wall rendering works
<https://youtu.be/Goq9ZIJFscE>

[12-18] Quake Ghosts: A tourism mod for Quake set to the soundtrack of NiN's Ghosts I-IV
<https://jp.itch.io/quake-ghosts>

[12-17] GZDoom exploit to overwrite all your files published
<https://forum.zdoom.org/viewtopic.php?t=58775>

[12-14] Babel Dev fixes shotgun and autosave bugs
<https://babel-mod.neocities.org/>

[12-12] La Tailor Girl v1.1 released
<https://forum.zdoom.org/viewtopic.php?p=1031061#p1031061>

[12-10] Sonic Mayhem: 7 maps for Quake 2 for its 20th birthday
<http://quakeulf.suxos.org/3d/maps/SonicMayhemQ2.zip>

[12-10] Happy Birthday Doom!

[12-10] Cacowards 2017 published
<https://www.doomworld.com/24years/>

[12-8] Tangerine Nightmare RC1 released
<https://www.doomworld.com/vb/post/1824058>

[12-8] Bytesize maps: 10 small (100-line) maps by traversd
<https://www.doomworld.com/forum/topic/98218-bytesize-maps/>

[12-8] Anon intending on starting community mapping project
<https://desuarchive.org/vr/thread/4445772/#4447712>

[12-5] Yet another /vr/spooky update
https://www.dropbox.com/s/nkvqm7czasybpsv/vrspooky_4.rar?dl=0

[12-4] Dead Marine - "general enhancement" mod from maker of Smooth Doom - beta released
<https://forum.zdoom.org/viewtopic.php?t=58521>

[12-4] Anon release; MAP07 replacer 'Panas'
http://s000.tinyupload.com/index.php?file_id=90965153097717279634

[12-2] Hunter's Moon Version 2.9.3 released
<https://forum.zdoom.org/viewtopic.php?f=19&t=30942&p=1029395#p1029395>

[12-1] Hellscape final version on idgames
<https://www.doomworld.com/forum/topic/98114-doom-ii-hellscape-v11-final/>

[12-1] New Quake infographic
<https://desuarchive.org/vr/thread/4429812/#4430438>

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NOVEMBER 2017

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[11-30] Babel creator hosts website to hold current DL links and information
<https://babel-mod.neocities.org/>

[11-29] Exporting resources from Chasm: The Rift now possible
<https://twitter.com/DickWhitehouse/status/934978069130911746>

[11-27] Complex Doom v27 update
<https://forum.zdoom.org/viewtopic.php?t=58535>

[11-27] Final Doomer 2.0 released
<https://forum.zdoom.org/viewtopic.php?t=55061>

[11-26] More /vry/spooky updates for testing
https://www.dropbox.com/s/y1y2p36esp3nx4k/vryspooky_3.rar?dl=1

[11-26] Anon map release: whirlwind.wad (using textures from epic2)
<https://drive.google.com/uc?id=0B1NxOZIEf5aNWDNMcnJNdjZ6aGc>

[11-25] Hunter's Moon - Razor's Cluster Bomb
https://www.youtube.com/watch?v=RQfVuRk3_FI

[11-25] Babel now finalized, in testing >>4419193
<https://mega.nz/#!nhFQHCAC!iotxW8TzkyPJNOZ-SfsMYc6QQio2InxBnJRzS3LD4XM>

[11-25] Doom Retro v2.6 released
<https://www.doomworld.com/vb/post/1819998>

[11-25] Potential Mockaward Candidate
<https://forum.zdoom.org/viewtopic.php?f=46&t=56943>

[11-24] /vr/ Spooky V3 for public testing
https://www.dropbox.com/s/op49qj1tcrqvcom/vryspooky_3.rar?dl=0

[11-24] The Joy of Mapping 5 starting on December 1st
<https://www.doomworld.com/forum/topic/98041-the-joy-of-mapping-5-winter-weekend/>

[11-23] Marrub releases Lithium 1.5.3
<https://forum.zdoom.org/viewtopic.php?f=43&t=54904&start=255#p1028244>

[11-20] TNT:Evilution UV Speed D2ALL in 38:58 by ZeroMaster
https://youtu.be/_eOuHA_g0yo

[11-20] Anon wad: sky by Lud/YukiHerz from zdoom forums, for ultdoom
<http://www.mediafire.com/file/pp94gn5f6l4yboo/LudSky.wad>

[11-20] A Quake Champions mod for Doom has single player support
<https://youtu.be/WFSrKNDNGtQ>

[11-20] Anon map: Moonwalker1.wad
<https://mega.nz/#!BtVxmRbT!yA5ZZy8TGBSlih8aYFxfjzWpZ6OLr4A8qazFzOcYKj2g>

[11-20] FKER Enemies Only updated for High Noon Drifter compat (fixed 11-22)

<https://mega.nz/#!7pdVgAgB!JggL5NzFWfgos7TmLt6wo3IzJBjInw-cRXcZbw9ZBuU>

[11-19] /vry/spooky: gothortx sky1 fix
<http://temp-host.com/download.php?file=ao92tg>

[11-19] The Alfonzone: 62 maps for GZDoom, designed for gameplay mods
<https://www.doomworld.com/forum/topic/98003-the-alfonzone/>

[11-19] Source engine-style devtextures for Doom
http://s000.tinyupload.com/?file_id=57235721532506979985

[11-18] OBLIGE's final bugfix update: 7.70
<http://oblige.sourceforge.net/>

[11-18] Defrag World Cup is back for the first time since 2014
<https://dfwc.q3df.org/comp/dfwc2017/>

[11-18] Golden Souls 2, Demo 3 released
<https://www.doomworld.com/vb/post/1818058>

[11-14] Dark Tide, a huge gothic castle map by Lutz
<https://www.doomworld.com/forum/topic/97965-dark-tide-finally-released/>

[11-14] La tailor girl first full release
<https://forum.zdoom.org/viewtopic.php?p=1027167#p1027167>

[11-13] EZDoomJukebox, a Python-based .pk3 jukebox generator
<https://github.com/SpencerBelleau/EZDoomJukebox>

[11-11] GMOTA 1.0 pre-release
<https://desuarchive.org/vr/thread/4384536/#4390513>
https://www.dropbox.com/s/adqkdot7fav77d/GMOTA_V1.0%20%28pre-release%29.pk3?dl=1

[11-10] High Noon Drifter 1.2 officially released
<https://forum.zdoom.org/viewtopic.php?f=43&t=57098&start=345#p1026437>

[11-10] Anon map release: Garosaedris.wad, to be loaded with current Halloween map pack
<https://www.dropbox.com/s/xioyu73xznardt9/Garosaedris.wad?dl=0> (updated 11-19)

[11-9] Anon release: Custom Smooth Doom upgrade
<https://desuarchive.org/vr/thread/4384536/#4386145>
<https://mega.nz/#!H0wVWLhQ!XlGdhgWR6PrpQlJmWU9rh4D3nX11Bxf5asXUydRmVw4>

[11-9] /idgames archive now accepts 12 character filenames
<https://www.doomworld.com/vb/post/1815751>

[11-8] Anon map release: Cave Complex >>4385037
<https://my.mixtape.moe/kqkpex.zip>

[11-8] Alien Vendetta D2ALL in 1:33:21 by ZeroMaster
<https://youtu.be/FQEEzJqI72o>

[11-6] Doom2 UV-speed in 18:45 by eLim
<https://youtu.be/6xdr3MeGdME>

[11-5] Crispy Doom 5.0 released: now switched to SDL2
<https://www.doomworld.com/vb/post/1814593>

[11-5] Dakka apparently updated a month ago
<http://git.jinotra.in/ijon/dakka>

[11-5] Hexenkessel map released on idgames archive
<https://www.doomworld.com/idgames/levels/doom2/Ports/g-i/hexekes>

[11-3] eriguns v2.2.0 released
<https://forum.zdoom.org/viewtopic.php?f=43&t=48208&start=45>

[11-3] Marshmallow Doom: new source port based on Crispy Doom has first release
<https://www.doomworld.com/forum/topic/97811-new-beta-release-of-marshmallow-doom/>

[11-3] Anon brings up a few Hexen II things

<https://desuarchive.org/vr/thread/4369234/#4371942>

[11-3] La Tailor Girl beta released
<https://forum.zdoom.org/viewtopic.php?f=43&t=58343>

[11-2] 32in24-16 released
<https://www.doomworld.com/idgames/levels/doom2/deathmatch/Ports/megawads/32in2416>

[11-2] Netronian Chaos updated
<https://forum.zdoom.org/viewtopic.php?f=43&t=57964>

[11-1] Death Wish for Blood updated
<http://www.moddb.com/mods/death-wish-for-blood/downloads/death-wish-14#downloadsform>

[11-1] BDv21 public beta released
<http://www.moddb.com/mods/brutal-doom/downloads/brutal-doom-v21-nov01test>

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OCTOBER 2017

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[10-31] Updated /vr/ Halloween wad
https://drive.google.com/uc?authuser=0&id=0BxbbtKR5bIl_bk10Mk1IWHJiSnM&export=download

[10-30] Castlevania: Simon's Destiny (GZDoom .ipk3) released
<https://www.doomworld.com/forum/topic/97654-castlevania-simons-destiny/>

[10-30] DooD, underwater, and beer goggle shaders for GZDoom
<https://forum.zdoom.org/viewtopic.php?f=103&t=57168&sid=f5eee1857515849ac4fbe9c9e3d0a822>

[10-25] ZeroMaster breaks his recent Doom 2 Nightmare speedrun record - 21:54
<https://youtu.be/PXUse4sgGow>

[10-27] High Noon Drifter v1.2 pre-release
<https://desuarchive.org/vr/thread/4348815/#4354897>

[10-27] Gregor Punchatz confirms the mancubus display model was a remake
<https://www.doomworld.com/vb/post/1811566>

[10-27] QUMP released
<https://desuarchive.org/vr/thread/4348815/#4353984>

[10-23] Skulldash Expanded Edition released, a speedrun mod
<https://www.doomworld.com/forum/topic/97667-release-skulldash-expanded-edition/>

[10-20] Babel gets a Pre-ZScript-Conversion Release
<https://mega.nz/#!P4E0AaqR!4BgoQGKW-Zow6AY2V6CrqOsfCIWsEaNBYk78BW8cXTI>

[10-20] Jovian Palette: another attempt to CRTify the game palette
<https://www.doomworld.com/forum/topic/97646-jovian-palette/>

[10-18] Anon mod release: cgunner.deh
<https://www.mediafire.com/file/jzlgjs1c4cqub8w/cgunner.deh>

[10-17] Hexen Fighter Skill 4 in 12:34
<https://www.youtube.com/watch?v=nZ53y0h56DY>

[10-17] Some tribute cover songs from the DOOM soundtrack
<https://soundcloud.com/totigerus/totigerus-on-the-hunt-from-the-doom-soundtrack>

[10-16] Mod-agnostic pistol start addon in ZScript, by Matt from ZDoom Forums
<https://drive.google.com/uc?id=0B2IErglQg4pkcFQ1ckNIYVJqSFE>

[10-15] Doom novels, in the event you wanted to read them
<http://www39.zippyshare.com/v/a2Oqwcv6/file.html>

[10-14] Demo: Slaughterfest 2012 UV-Max 99:48 by Yatima
<https://www.doomworld.com/vb/post/1807159>

[10-10] Smooth Doom updated
<https://forum.zdoom.org/viewtopic.php?p=1022234#p1022234>

[10-10] QC model rips
<http://steamcommunity.com/sharedfiles/filedetails/?id=1126969999>
<https://facepunch.com/showthread.php?t=1576581>

[10-9] Qump Exclusive /vr/ Release
<http://www.mediafire.com/file/p8r3d4k38fmkmrd/qump.zip>

[10-8] The /newstuff Chronicles #539
<https://www.doomworld.com/news/the-newstuff-chronicles-539-r5284/>

[10-7] 300 minutes of /vr/ updated
<https://www.doomworld.com/idgames/levels/doom2/megawads/300minvr>

[10-6] Hunter's Moon v2.9.2 released
<https://forum.zdoom.org/viewtopic.php?t=30942>

[10-6] Fox Sports Chile features Doom WADs
https://twitter.com/FOXSports_Chile/status/915664353906561024

[10-6] HUMP finished; version 1.3 available
<https://forum.zdoom.org/viewtopic.php?p=1014985#p1014985>

[10-6] GZDoom 3.2.0 released; MENUDEF replacements merged, custom IWAD support, and more
<https://forum.zdoom.org/viewtopic.php?t=58078>

[10-2] id's FTP server has been decommissioned
<https://www.doomworld.com/forum/topic/96999-rip-ftpidssoftwarecom/>

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SEPTEMBER 2017

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[9-29] thevidya.site, an anon's WAD upload site, is put on hiatus
<https://desuarchive.org/vr/thread/4287370/#4293664>

[9-29] High-res official art
<https://github.com/fraggllet/doom-cover-art>

[9-25] HUMP now in beta
<https://forum.zdoom.org/viewtopic.php?f=42&t=57649&p=1014985#p1014985>

[9-25] DemonSphere, a longtime deathmatch player, has committed suicide
<http://doomleague.org/forums/index.php/topic,914.0.html?PHPSESSID=n4dp8u9mn9d16iabjnnn5luaf3>
-Correction: it has turned out to be an accident

[9-24] Newstuff 538: featuring Fanta Base by /vr/'s own Hebridean Isle
<https://www.doomworld.com/forum/topic/97126-the-newstuff-chronicles-538/>

[9-22] An E2 replacement
<https://www.dropbox.com/s/ypjf0kfmj5tnbl5/icantseeshitwithoutmyglasses.wad?dl=0>

[9-122] Crispy Doom v4.2 released; supposed to be the last release based on SDL1
<https://www.doomworld.com/vb/post/1799088>

[9-20] Evolution of the WAD E9
<https://www.youtube.com/watch?v=G-NXPbHTQYo>

[9-18] Sun Damage Omen, gameplay mod alpha release
<https://forum.zdoom.org/viewtopic.php?f=43&t=57902>
<https://www.youtube.com/watch?v=n4PpelyJ3t0>

[9-17] 300 Minutes of /vr/ released
<https://www.doomworld.com/forum/topic/97033-300-minutes-of-vr-speedmap-megawad/>

[9-13] The Ultimate Torment & Torture: Supportive Edition; a mod friendly edit
<https://www.youtube.com/watch?v=ENm-hx9aiZ4>

[9-11] Doom Builder X: continuation of DB2 by anotak
<https://www.doomworld.com/forum/topic/96943-doom-builder-x-2130-map-editor-forked-from-db2/>

[9-11] PortaDOOM Cacowards 2016 released
<https://spideroak.com/browse/share/Kroc/PortaDOOM/releases/>

[9-10] A new Touhou Doom mod
<https://forum.zdoom.org/viewtopic.php?f=19&t=57817>

[9-10] The Inmost Dens, a sideblog of new mod releases for Doom and other retro FPS
<https://inmost-dens.tumblr.com/>
<http://terminusest13.tumblr.com/post/165135258746/the-inmost-dens>

[9-8] Golden Souls creator working on a Castlevania TC, Simon's Destiny
<https://www.youtube.com/watch?v=Uvzan3IQoac>

[9-7] Zeromaster successfully completes a pacifist run of MAP02 Underhalls
<https://www.doomworld.com/forum/topic/96901-pa02-2057-underhalls-done-pacifist/>

[9-7] Zandronum 3.0 finally released
<https://zandronum.com/forum/viewtopic.php?t=8500>

[9-2] Ter Shibboleth for Quake released
http://www.celephais.net/board/view_thread.php?id=61507

[9-1] Anon made a website for uploading and sharing WAD and PK3 files
<http://thevidya.site/>

[9-1] Anon remakes E1M1 in ROTT
<https://www.dropbox.com/s/k1nj0mronfq1uu0/WANWAN.RTL?dl=0>

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AUGUST 2017

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[8-31] Tim Willits BTFO
<http://rome.ro/news/2017/8/30/multiplayer-only-maps>

[8-31] Colorful Hell 0.91
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980&start=465#p1016169>

[8-29] Juvenile Power Fantasy v1 release
<https://forum.zdoom.org/viewtopic.php?f=43&t=57092>

[8-25] Lithium v1.5 released after 9000 years
<https://forum.zdoom.org/viewtopic.php?p=1015558#p1015558>

[8-24] Quake Champions: Doom Edition (QCDE) Teaser (DBThanatos)
<https://youtu.be/oskVB0BHc3I>

[8-23] Doomskater v1 released; removes friction
<https://forum.zdoom.org/viewtopic.php?f=43&t=57659>

[8-22] Intermission E2M8, featuring Alfonzo and MTrop
<https://youtu.be/VCgmx80QoPY>

[8-22] Anon shares a level
<https://desuarchive.org/vr/thread/4202793/#4206613>

[8-22] Doomguy to get Classic, Q3, and D3 armors in Quake Champions

[8-22] D4D put on hiatus
<https://forum.zdoom.org/viewtopic.php?f=43&t=54843&start=540#p1015023>

[8-21] Realm of Suffering updated

-http://s000.tinyupload.com/index.php?file_id=81599347127484224044
-<https://desuarchive.org/vr/thread/4202793/#4204581>

[8-20] SM179 for Quake released; Wizard-themed speedmaps
http://www.celephais.net/board/view_thread.php?id=61502

[8-20] Anon release; gun sounds with him saying 'shoot'
http://s000.tinyupload.com/index.php?file_id=19170807141829390137

[8-19] New Doom II world record (18:48) made possible with recently discovered trick
<https://www.youtube.com/watch?v=J0hh-6eGH0s>
<https://www.youtube.com/watch?v=UOpAhbTv5LU>

[8-18] Anon provides Basilisk II quickie
<https://drive.google.com/drive/folders/0Bxm8qv3ObDeLY1ZkMVYwdUYxZGs?usp=sharing>

[8-18] Quake Champions to have early access release on the 22nd, Doomguy announced as playable
<https://bethesda.net/en/article/TjBBCfxym0AECG06kwaq/quake-champions-early-access>

[8-16] Anon release; version 1 of 'Realm of Suffering'
http://s000.tinyupload.com/index.php?file_id=98588592927462321331

[8-16] Lilith RC2 released
<https://www.doomworld.com/forum/topic/94302-lilithpk3-release-candidate-2/?do=findComment&comment=1783711>

[8-15] Anon uploads a mod that replaces Pain Elementals with Cacodemons
http://s000.tinyupload.com/?file_id=82313852646081260589

[8-14] Juvenile Power Fantasy updated to v0.6
<https://forum.zdoom.org/viewtopic.php?f=43&t=57092>

[8-14] 'Devil Worms' uploaded to Realm667
<http://www.realm667.com/index.php/en/beastuary-mainmenu-136-69621/other-style/1957-devil-worms#preview>

[8-12] /arena/ dumps QC comic about Ranger
-<https://boards.fireden.net/vg/thread/184989108/#185518108>
-<https://www.anonfiles.cc/file/a13aeb4261c8448c0e0a1a246d30deec>

[8-12] High Noon Drifter 1.1; adds Heretic and Chex Quest support
<https://warosu.org/vr/thread/4182198#p4183936>

[8-10] New Evolution of the WAD episode
<https://www.youtube.com/watch?v=olBzy1kXmHg>

[8-4] Source port for Chasm: The Rift
<https://github.com/Panzerschrek/Chasm-Reverse/releases>

[8-1] Map Jam 9 released (Quake)
http://www.celephais.net/board/view_thread.php?id=61494

[8-1] /newstuff Chronicles #532
<https://www.doomworld.com/news/the-newstuff-chronicles-532-r5277/>

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JULY 2017

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[7-29] Press F as OBLIGE's 7.666 release will likely be the final version
<http://oblige.sourceforge.net/>

[7-28] Intermission E2M7, featuring Cage, Wartorn, and Pillowblaster
<https://www.youtube.com/watch?v=13IDbeckDUM>

[7-27] Lilith.pk3, the latest hot mod
<https://forum.zdoom.org/viewtopic.php?t=57364>

[7-26] Project Xenome: Interloper, a map set for Unreal
<http://www.unrealsp.org/viewtopic.php?f=4&t=4195>

[7-21] Anon map release: LEISURE.WAD
https://mega.nz/#!UyhnEYxA!BvZc-FDnp2Z6DqiyB3xD1_AJ04NWw9sPDFKE3NVUkXY

[7-21] 12.5 Quadrillion Shades Of Doom (monster randomizer)
<https://forum.zdoom.org/viewtopic.php?t=57310>

[7-21] Anon map release: "an arena where you can practise fighting two archviles"
<https://my.mixtape.moe/xlahtx.wad>

[7-21] High Noon Drifter released
<https://forum.zdoom.org/viewtopic.php?t=57098>

[7-20] New Insanity's Requiem release
<https://forum.zdoom.org/viewtopic.php?f=43&t=37130&start=480#p1010044>

[7-20] BloodGDX 0.771 released, fixes ROR
<http://m210.duke4.net/>

[7-19] Colorful Hell got updated to 0.90; adds gibbs and White Archvile
<https://forum.zdoom.org/viewtopic.php?f=43&t=47980>

[7-16] Spaceman333's proper release of his slow motion addon, adds actual slow-mo
<http://www.moddb.com/games/doom-ii/addons/slomobullettime-ultimate-r3>

[7-14] Anon shares a Masters of Doom audiobook
<https://warosu.org/vr/thread/4117396#p4117883>

[7-9] New test build of TerminusEst's High Noon Drifter available
https://www.dropbox.com/s/t84eaksqg5au9gx/HighNoonDrifter-prerelease_final.pk3?dl=1

[7-3] Anon makes a joke map while waiting for QUMP
<https://mega.nz/#!lQQSSlJC!TtptcHyxmxi0STHHkYm067tbfCm8yBI77CilsUIC18k>

[7-3] ROOTPAIN V2; the sequel nobody wanted
<https://www.doomworld.com/forum/topic/94860-rootpain-v2/>

[7-2] scalliano's SUPER Shuffle released
<https://forum.zdoom.org/viewtopic.php?f=43&t=56220>

[7-1] Doom Retro 2.5 released
<https://www.doomworld.com/profile/13784-bradharding/?status=1728077&type=status>

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JUNE 2017

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[6-29] Wildweasel releases No Shotguns For You 2, replacing all shotgun-related entities with automatics
<https://forum.zdoom.org/viewtopic.php?f=43&t=57073&p=1006547>

[6-26] Russian Overkill 2.5 released
<https://forum.zdoom.org/viewtopic.php?f=43&t=29915&start=1365#p1005931>

[6-25] BloodGDX updated to 0.769, improves mouse control
<http://m210.duke4.net/index.php/files/viewdownload/9-java/50-bloodgdx>

[6-24] Spaceman333 released a Slo-Mo addon
<https://forum.zdoom.org/viewtopic.php?f=43&t=57013>

[6-24] Anon release; Lawgiver weapon
<https://www.dropbox.com/s/f0mph24m8vglyu8/lawgiver.pk3?dl=0>

[6-24] TerminusEst's pre-release of High Noon Drifter, a ZScript-driven mod
<https://www.dropbox.com/s/in25xkxxr2wxe6t/HighNoonDrifter.pk3?dl=1>

[6-20] Anon shares some stuff about ZScript HUDs
https://docs.google.com/document/d/1WmmsefkkMHMz1EN_3F-Y3_NR94uFr-2xxVJ7VvIJyPA/

[6-19] New Intermission and Evolution of the WAD podcasts
<https://www.youtube.com/watch?v=ApNaH3c9Q2c>
<https://www.youtube.com/watch?v=nTOWTMOa1os>

[6-19] Top HP Bars; a small plugin that displays monster health bars
<https://forum.zdoom.org/viewtopic.php?f=46&t=56910>

[6-17] Build DOSBox launchers added to the OP
<http://buildgamedosboxlaunchers.weebly.com/>

[6-17] BloodGDX 0.768 released; now supports vanilla voxels and cutscenes, other bugfixes
<http://m210.duke4.net/>

[6-14] Project MSfiX'd v1.0b released
<https://www.mediafire.com/?f4ncdbbd451g5aq>
<https://warosu.org/vr/thread/4056237#p4057752>

[6-14] Anon updates his Port of Adia recreation, wants feedback
<https://warosu.org/vr/thread/4056237#p4057517>
<https://www.dropbox.com/s/7n6asn9yuxgdis3/PortOfAdia.pk3?dl=0>

[6-14] Doom: The Golden Souls 1.4 released
<https://forum.zdoom.org/viewtopic.php?f=19&t=35135&start=795#p1003410>

[6-14] Doom Hand released; a God Hand-inspired mod
<https://forum.zdoom.org/viewtopic.php?f=43&t=56881>

[6-12] Nuclear Barrels released
<https://forum.zdoom.org/viewtopic.php?f=43&t=56866>

[6-10] 'All Clear Message' addon now provides link to an Anon edit
<https://forum.zdoom.org/viewtopic.php?f=46&t=56483>

[6-9] Rise of the Wool Ball released
<https://forum.zdoom.org/viewtopic.php?f=19&t=56668>

[6-4] Don't play with Hell Part 1 released by Bifurcator_X
<http://www.moddb.com/mods/dont-play-with-hell-part-1>

[6-1] Combine_Kegan's Space Hunter released; an NES Metroid-themed gameplay mod
<https://forum.zdoom.org/viewtopic.php?f=43&t=56702>

[6-1] Project MSfiX'd update
http://www.mediafire.com/file/s1h0s2h63hfhfab5/projectmsfixd_vr053117.pk3

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MAY 2017

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[5-31] GZDoom 3.1 released
<https://forum.zdoom.org/viewtopic.php?t=56686>

[5-31] An old fan-fiction Doom bestiary was dug up; no actual resources but may or may not be of interest
<https://web.archive.org/web/20170113212105/http://haunt.8m.com/beastiary/index.html>

[5-31] New OBLIGE WIP
<http://oblige.sourceforge.net/forum/index.php?topic=533.msg4818#msg4818>

[5-31] Rise of the Wool Ball announced
<https://www.doomworld.com/vb/post/1754356>

[5-30] MetaDoom v4 released
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010>

[5-28] Another Project MSfiX'd update; Doom monsters working again
http://www.mediafire.com/file/p21m3fwycfvh153/projectmsfixd_vr052717.pk3

[5-28] Hunter's Moon Version 2.9 released

<https://forum.zdoom.org/viewtopic.php?f=19&t=30942>

[5-28] Anon release; an Arnold Schwarzenegger soundboard skin
<https://www.dropbox.com/s/uj4ikgv5m6psquy/Ahnold.wad?dl=0>

[5-27] Call of Doom 0.85 released
<http://www.moddb.com/mods/call-of-doom-cod-style-advanced-weapons-mod/addons/call-of-doom-v085-cod-style-70-weapons-for-doom>

[5-26] Runic Division by S'Arais, pre-release 1
<https://www.doomworld.com/forum/topic/94070-2-map-wad-name-pending-working-name-runic-division-pre-release-1/>
<https://forum.zdoom.org/viewtopic.php?f=42&t=56564>

[5-22] Shadow Warrior Classic updated with more prototypes, going as far back as 1994; asset rips also done
http://store.steampowered.com/app/238070/Shadow_Warrior_Classic_1997/
<https://www.dropbox.com/s/4dq9dbhyzljhg2o/swprototypes-assets.rar?dl=0>

[5-21] Quickstart archived updated
<https://drive.google.com/open?id=0B47V8l2eVZKxRU82S3JkZkdBRXM>
<magnet:?xt=urn:btih:M7UY7BPNE7BT3Y5EFVYGGs6RSSQ6WS66>

[5-21] Intermission E2M4
https://www.youtube.com/watch?v=O7EvK_CIL9U

[5-21] BloodGDX beta released
<http://m210.duke4.net/index.php/files/viewdownload/9-java/50-bloodgdx>

[5-20] D4T 2.0 released
<https://forum.zdoom.org/viewtopic.php?p=965349&sid=f15342e8cbcea51bd4f76d5c41ad8278#p965349>

[5-19] Shadow Warrior Classic on Steam is now bundled with Alpha (June '96) and Beta (April '97) builds
http://store.steampowered.com/app/238070/Shadow_Warrior_Classic_1997/

[5-18] Doom Quickstart Archive release; a 3.1 GB archive of IWADs, maps, mods, and sourceports
<https://drive.google.com/file/d/0B47V8l2eVZKxdjhMOFlkMHRmV2c/view>

[5-16] Jimmy's jpg.pk3; a jokewad that gives all textures and sprites shitty JPEG quality
<https://forum.zdoom.org/viewtopic.php?f=46&t=56322>

[5-16] Trailblazer update
<https://forum.zdoom.org/viewtopic.php?f=43&t=47494&start=1020#p997715>

[5-15] Temple of the Lizardman 4 released
<https://forum.zdoom.org/viewtopic.php?f=19&t=49164&p=996529#p997009>

[5-14] Zanieon's Akzos City, a conceptual resource map
<https://forum.zdoom.org/viewtopic.php?f=42&t=56444>

[5-14] Project MSfiX'd Beta; a bugfix version of the mod
http://www.mediafire.com/file/3f2rkrodhlaaraw/projectmsfixd_vr051417.pk3

[5-14] DFRetro released a Retrospective of Quake II and how it changed the FPS genre
<https://www.youtube.com/watch?v=DFYjSkUdfb4>

[5-13] Blender now has an addon for the creation of Quake 1 models
https://wiki.blender.org/index.php/Extensions:2.6/Py/Scripts/Import-Export/Quake_md1

[5-12] Marathon Skins Pack updated to 1.0.7
<https://zandronum.com/forum/viewtopic.php?f=53&t=5897&p=80510#p80510>

[5-12] Castlevania-style mod Nightmare of the Sin updated to 1x1
<https://forum.zdoom.org/viewtopic.php?f=43&t=51404>

[5-11] Source code for Amiga FPS Gloom has been released
<https://github.com/earok/GloomAmiga>

[5-10] Anon release; a mod with a tackle feature
<https://www.dropbox.com/s/txsp7xx7wxcvln6/nighttrain.pk3?dl=1>

[5-8] BloodGDX nearly finished
<https://www.youtube.com/watch?v=MXp94HQKKOg>

[5-8] Evolution of the WAD Episode 4
<https://youtu.be/AwkCJQZlf8M>

[5-3] Intermission E2M3
<https://www.youtube.com/watch?v=Zf1Aq6mw68g>

[5-2] GZDoom 3.0.1 released; bugfixes
<https://forum.zdoom.org/viewtopic.php?f=1&t=56219>

[5-1] Calico, a new Jaguar Doom sourceport
<https://www.doomworld.com/forum/topic/93946-calico-10-beta/>

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APRIL 2017

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[4-30] GZDoom 3.0.0 released; FMOD out due to GPL compliance, all QZDoom features merged
<https://forum.zdoom.org/viewtopic.php?f=1&t=56132>

[4-29] Wraith Revenant released; an asset extraction tool for Nu-Doom
<http://aviacreations.com/wraith/>

[4-28] Evolution of the WAD Episode 3
<https://www.youtube.com/watch?v=Wxl90i97nns>

[4-24] New gameplay mod; osjc's Major Crisis
<https://forum.zdoom.org/viewtopic.php?f=43&t=56076>

[4-23] Adventures of Square updated to 1.4
<http://adventuresofsquare.com/news.php>

[4-21] REKKR Soundtrack released
https://www.youtube.com/watch?v=qjzTY6dDKHs&list=PLYlx7audKFzxTpbCF1YwKYqAw-_FSV1-Y

[4-17] Latest episodes of both Intermission and Evolution of the WAD podcasts
<https://www.youtube.com/watch?v=kNydFHUBt0g>
https://www.youtube.com/watch?v=VJpcv_YQ4gU

[4-14] Lithium 1.4 released
<https://forum.zdoom.org/viewtopic.php?f=43&t=54904&start=90#p990887>

[4-14].gdxBlood Progress
<https://www.youtube.com/watch?v=IRGliXZq8XY>

[4-14] Anon release; a dungeon crawler mod with three maps
<https://my.mixtape.moe/mfzord.pk3>

[4-12] ZDoom.org has had a complete redesign
<https://zdoom.org/>

[4-12] Omni Shields: consumable invulnerability inventory items
<https://forum.zdoom.org/viewtopic.php?f=43&t=55974>

[4-8] Linguica's Antrywey released; a strictly vanilla map created with savegame trickery
<https://www.doomworld.com/forum/topic/93650-antrywey-small-vanilla-level/>

[4-8] MetaDoom v3.666 released; pistol ammo cvar and some rebalancing
<https://forum.zdoom.org/viewtopic.php?p=989530#p989530>

[4-5] Kinsie's Consolation Prize project now covers Doom 64 Retribution; MetaDoom also to make use of it in v3.64
<https://forum.zdoom.org/viewtopic.php?f=19&t=55298>

[4-1] DooW released
<https://www.youtube.com/watch?v=HfumR3EMUlw>

[4-1] April Fools: BTSX Episode 3 beta
<https://www.doomworld.com/forum/topic/93570-the-dwmegawad-club-plays-back-to-saturn-x-e3-surprise/>

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MARCH 2017

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[3-31] Kinsie has released MetaDoom 3.2
<https://forum.zdoom.org/viewtopic.php?f=43&t=53010&p=987829#p987829>

[3-31] Doom 64 Retribution released; a port of D64 to GZDoom that isn't dogshit
<https://forum.zdoom.org/viewtopic.php?f=19&t=55039>

[3-31] Quake Champions beta to begin on April 6th
<https://www.engadget.com/2017/03/30/quake-champions-beta-begins-april-6th/>

[3-30] Intermission E2M1 released
<https://www.youtube.com/watch?v=E5XaOCWRZXw>

[3-25] Poharex: Second Invasion alpha released
<https://forum.zdoom.org/viewtopic.php?f=19&t=55797>

[3-25] Stewboy released some of his MIDI files
<https://www.doomworld.com/forum/topic/93428-releasing-some-midi-files-ancient-aliens-resurgence/>

[3-24] ZDoom LE 2.8.1a released; a fork for older computers
<https://github.com/drfrag666/ZDoom-LE/releases/tag/2.8.1a>

[3-23] First SLADE dev build released in over a year
<https://devbuilds.drdteam.org/slade/>
<https://forum.zdoom.org/viewtopic.php?f=44&t=24955&p=986207>

[3-15] Freedoom v0.11.2 released; minor bugfixes
<https://github.com/freedoom/freedoom/releases/tag/v0.11.2>

[3-15] Dropbox's support of public folders terminated

[3-13] GZDoom map release; UAC Vinur Prime Research Base
<https://forum.zdoom.org/viewtopic.php?f=42&t=49163>

[3-12] Quake Champions to be F2P; Ranger provided as the default character
<https://youtu.be/vq5bFwvQMwA>

[3-10] Anon Release; a Hexen/Heretic compatibility pack for Final Doomer
<https://warosu.org/vr/thread/3847428#p3849380>

[3-10] Anon Release; 'Discharge' map pack beta
<https://www.doomworld.com/vb/wads-mods/93151-discharge-4-maps-beta-test-feedback/>

[3-6] More.gdxBlood progress made
<https://www.youtube.com/watch?v=WFmMxmoVXJI>

[3-2] MetaDoom 3.1 released, featuring tweaks and balance adjustments
<https://forum.zdoom.org/viewtopic.php?p=981099#p981099>

[3-2] Quake Champions to be playable at PAX East
<https://bethesda.net/en/article/1XhLAJzCHSymCkQIKil6gw/bethesda-is-heading-to-pax-east-2017>

[3-1] Nevermore, an add-on for Trailblazer
<https://warosu.org/vr/thread/3826106#p3829402>
<https://drive.google.com/open?id=0B93dAHEWrrC-dFhSTklHUWVaQzQ>

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FEBRUARY 2017

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[2-28] Some BTSX News

<https://www.doomworld.com/vb/post/1721926>

[2-26] Brutal Doom v21 soon?

<https://www.youtube.com/watch?v=ggxUX5jYgrM>

[2-26] Various downloads of retro FPS games were dumped in a previous thread (follow the backlinks)

<https://warosu.org/vr/thread/3821570#p3821997>

[2-24] MaxEd actually starting progress on DukeBuilder, the absolute madman

<https://github.com/m-x-d/Duke-Builder>

[2-23] Universal Intermission Screen Mod released; a visual megawad progress tracker

<https://forum.zdoom.org/viewtopic.php?f=46&t=55323>

[2-22] Freedoom v0.11.1 released, fixes SBARINFO

<https://github.com/freedoom/freedoom/releases/tag/v0.11.1>

[2-21] TheRailgunner is back, expect progress on The Trooper and X-Weapon

<https://forum.zdoom.org/viewtopic.php?f=43&t=55321>

<https://forum.zdoom.org/viewtopic.php?p=978921#p978921>

[2-20] Disjunction released

<https://www.doomworld.com/idgames/levels/doom2/Ports/d-f/disjunct>

[2-18] Intermission E1M9 uploaded

<https://www.youtube.com/watch?v=SrlFLXMRQLg>

[2-17] Vinesauce Doom Mapping Contest 2016 winners finally announced; WADs released for download

<https://vargskelethor.me/winners/>

<https://vargskelethor.me/winners/wads/>

[2-16] Freedoom updated to v0.11

<https://github.com/freedoom/freedoom/releases/tag/v0.11>

[2-15] /doom/ news archive now available!

<http://pastebin.com/PZDkqABT>

[2-14] MetaDoom updated to 3.0

<https://forum.zdoom.org/viewtopic.php?f=43&t=53010>

[2-12] Circle of Demons update

<http://www.moddb.com/mods/circles-of-demons/news/reworking-on-panels>

[2-12] Quake Injector now uses HTTPS, mandatory update required

https://www.quaddicted.com/tools/quake_injector

[2-11] Chocolate Doom to use SDL 2.0 in 3.0 beta

https://www.chocolate-doom.org/wiki/index.php/V3.0_beta

<https://github.com/chocolate-doom/chocolate-doom/blob/sdl2-branch/NEWS.md>

[2-10] Modding Nu-Doom made possible

https://www.reddit.com/r/pcgaming/comments/5t1z8l/doomextract_updated_modding_is_possible_again_and/

[2-8] gdxBloodCM Progress Video #6

<https://www.youtube.com/watch?v=pzvLXWZIE3Y>

[2-7] Two brothers are remaking id's mobile DoomRPG games into GZDoom

<https://www.doomworld.com/vb/wads-mods/87871-wip-the-ids-rpg-series-coming-soon/>

[2-5] A beta release of the Joy of Mapping 3 project is live

<https://forum.zdoom.org/viewtopic.php?f=42&t=55034>

[2-4] Sgt Shivers and Yholl to do some megawad-themed weapon packs; Ancient Aliens, JPCP, and BTSX

<https://forum.zdoom.org/viewtopic.php?p=975429#p975429>

[2-3] TNT Revilution Beta released

<https://www.doomworld.com/vb/post/1551971>

[2-2] Lithium 1.2 released

<https://forum.zdoom.org/viewtopic.php?f=43&t=54904>

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JANUARY 2017

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[1-31] Noclip interviews John Romero

<https://www.youtube.com/watch?v=AJqWA3UPsPg>

[1-31] D4T (the diet D4D fork) has been updated to v1.0.1.1

<https://forum.zdoom.org/viewtopic.php?f=43&t=54750>

[1-31] WIP: GZDoom to get Doom 64-style gradient sector colouring UDMF

<https://www.doomworld.com/vb/post/1711113>

[1-27] New release of Custom Gun (v0.999) with fixes

<https://forum.zdoom.org/viewtopic.php?f=43&t=54303>

[1-27] Disjunction Beta 3 released

<https://drive.google.com/file/d/0B1NxOZIEf5aNU3NCN0tVRmk0XzQ/view?usp=sharing>

[1-26] Anon release; a pack of SP Quake 2 maps

<http://colonthreeenterprises.tumblr.com/post/156354414901/my-quake-2-unit-is-finally-here-3c-it-has>

[1-25] Sgt Shivers has released Final Doomer, a gameplay mod with classes themed around TNT and Plutonia

<https://forum.zdoom.org/viewtopic.php?f=43&t=55061>

[1-22] New Smooth Doom version out

<http://www.mediafire.com/file/mkkqiypo8q4hm88/SmoothDoom.pk3>

[1-19] SLADE v3.1.1.5 released

<http://slade.mancubus.net/index.php?page=downloads>

<http://slade.mancubus.net/index.php?page=changes&v=3.1.1.5>

[1-15] A maintenance fork of GZDoomBuilder is released

<https://forum.zdoom.org/viewtopic.php?f=44&t=54957>

[1-14] D4T, a simplified fork of D4D compatible with Zandronum 3.0 and D-Touch, is released

<https://forum.zdoom.org/viewtopic.php?f=43&t=54750>

[1-11] sock releases a new map for Arcane Dimensions

http://celephais.net/board/view_thread.php?id=61398

[1-11] GZDoom 2.3.2 released

<http://forum.drdteam.org/viewtopic.php?t=7482>

[1-10] NoClip (Doom 4 Documentary) to do an interview series, starting with John Romero

<https://twitter.com/dannyodwyer/status/818531973815791622>

[1-10] New bug tracker for the ZDoom family

http://mantis.zdoom.org/view_all_bug_page.php?project_id=0

[1-10] Speedrunner Cyberdemon531 banned from AGDQ

https://www.reddit.com/r/speedrun/comments/5mt6z7/cyberdemon531_is_also_banned_from_agdq/

[1-9] Water Spirit beta released, a three-level WAD made by JPCP's Burabojunior/Manbou

<https://www.doomworld.com/vb/wads-mods/92390-water-spirit-wad/>

[1-7] Randi discontinues ZDoom development (GZDoom and QZDoom are fine)

<https://forum.zdoom.org/viewtopic.php?f=1&t=54883>

[1-6] /newstuff Chronicles 524 is posted.

<https://www.doomworld.com/vb/doomworld-news/92342-the-newstuff-chronicles-524/>

[1-6] D4D has changed hands, now on github

<http://forum.zdoom.org/viewtopic.php?f=19&t=54843>

<https://github.com/MajorCooke/Doom4Doom>

[1-2] PowerslaveEX Source code released

<https://github.com/svkaiser/PowerslaveEX>

[1-1] RetroJam 6 for Quake has been released. 16 maps in total!
http://www.celephais.net/board/view_thread.php?id=61391

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DECEMBER 2016

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Due to another OP rushing the threads, news between the 1st and the 24th ended up getting omitted from the news post.

[12-24] Xaser has released a beta of a new map, dead.air
<https://www.doomworld.com/vb/wads-mods/92135-dead-air/>

[12-24] Return to Ruins, a new mini-episode for Powerslave/Exhumed AND mapping documentation!
<https://forums.duke4.net/topic/9111-return-to-ruins-a-new-powerslave-exhumed-mini-episode-and-mapping-documentation/>

[12-22] Xeotroid released his cover of the TNT soundtrack
<https://www.youtube.com/watch?v=He3F4CQFZVY>

[12-21] Intermission, a Doom/Retro FPS podcast by Term and friends, wraps up the year with E1M8
<https://www.youtube.com/watch?v=-75U6NLVuKY>

[12-20] QUMP formalized; get mapping!
<https://docs.google.com/document/d/1Zlfb2U2VCeS70uS6Klc2ZEOC9KtnYyCyBXEmeetjh0c/edit>

[12-19] DUMP 3 weapons finally finished!
<http://forum.zdoom.org/viewtopic.php?f=19&t=52276&start=1335#p963461>

[12-19] Arcane Dimensions 1.5 Patch released
<https://twitter.com/SimsOCallaghan/status/810575969408925696>

[12-18] PortaDoom Alpha 2 released; a HUGE portable WAD collection in 90's disk-zine format
<https://mega.nz/#!r4JCEZbY!6QCM6RjLuvLp8Pxac6wJICLRidiblhWxrOsFFSjajSw>

[12-16] A keyboard with displays on each key can run Doom
<https://www.youtube.com/watch?v=q7b9glYuAXw&feature=youtu.be>

[12-16] DOOM-Crusher released; this tool can recursively optimize and reduce file sizes of your WAD and PK3 files
<https://github.com/Kroc/DOOM-Crusher>

[12-12] DOOM Resurrected, a documentary series about Nu-Doom by Noclip, is being released in parts
<https://www.youtube.com/playlist?list=PL-THgg8QnvU4TMnDoFcl-vtJKwP2oLgyH>

[12-10] The 13th Cacowards were announced in celebration of Doom's 23rd birthday!
<https://www.doomworld.com/23years/>

[12-10] New Mapset
<https://www.doomworld.com/vb/wads-mods/91952-chainworm-kommando-v1-0-released/>

[12-10] Colourfull hell got updated to 0.88
<http://forum.zdoom.org/viewtopic.php?f=19&t=47980>

[12-7] DoomRL source code released!
<https://github.com/ChaosForge/doomrl>

[12-6] Run For It, a mod where all decorations/projectiles/items grow pairs of legs and run around, was released
<https://www.youtube.com/watch?v=LE96VqwW2zs>

[12-5] Anon map release; Hubris Containment Sector
<https://www.dropbox.com/s/n3l6f32py83m3s5/Hubris%20Containment%20Sector%20%28Final%29.wad?dl=0>

[12-4] Arcane Dimensions v1.5 for Quake released
<https://twitter.com/SimsOCallaghan/status/805343155092680704>

[12-4] One anon made a music mod, using OGG format
<https://mega.nz/#!3pl0DIIR!xhINj4Ps0m265me6n84Ujc8qjU00zA8pLudeQEzAXZ0>

[12-3] Smooth Doom revived with a bugfix update; plans to add in Doom64 plasma weaponry later

<http://forum.zdoom.org/viewtopic.php?f=19&t=45550>

[12-1] 'No End In Sight', an Ultimate Doom megawad
<https://www.doomworld.com/idgames/levels/doom/Ports/megawads/neis>

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NOVEMBER 2016

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[11-29] RIP Steven Hornback, former Apogee/3D Realms artist
<https://twitter.com/3drealms/status/803363758605299713>

[11-27] The Macbook Pro's touch bar runs Doom
<https://www.youtube.com/watch?v=GD0L46y3lqI>

[11-22] Retro Jam 5, a Wind Tunnel-themed map pack for Quake
http://celephais.net/board/view_thread.php?id=61377

[11-19] MetaDoom v2.0 is out
<http://forum.zdoom.org/viewtopic.php?f=19&t=53010>

[11-19] Custom Gun: The Gun-ening. Done by the Hexen Souls author
<http://forum.zdoom.org/viewtopic.php?f=19&t=54303>

[11-14] Doom 64-style map textures for Doom 2
<http://forum.zdoom.org/viewtopic.php?f=37&t=54248>

[11-13] Blade of Agony Chapter 1 release
<http://www.moddb.com/mods/wolfendoom-blade-of-agony/news/blade-of-agony-chapter-1-released>

[11-9] Suddenly a Russian Overkill update
<http://forum.zdoom.org/viewtopic.php?f=19&t=29915&p=953003#p953003>

[11-9] RIP Malinku, Doom mapper
<https://www.doomworld.com/vb/everything-else/91549-user-malinku-was-murdered/>

[11-7] Total Chaos, a GZDoom total total total conversion, has alpha release
<http://www.moddb.com/mods/total-chaos>

[11-5] SYNTH DOOM, anon-made 80s inspired retro music mod
<https://mega.nz/#!KIBiAJDC!PuPUNjIjKdqK6NISzhQIW8I7hUIrIkpvSuOyRnH4uE>

[11-5] Moonman, a racist /pol/.wad monster randomizer fork
<http://www.mediafire.com/?47bsd96m9xju8i>

[11-2] Warp House - A Shores of Hell inspired GZDoom map with a lot of monsters, secrets and 20,000 sectors to explore
<http://forum.zdoom.org/viewtopic.php?p=949685#p949685>

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If I were your boss, I'd deathmatch ya in a minute!